



Helsingin kaupunkisuunnitteluviraston julkaisuja 2009:2

Helsinki Zoo Ideas Competition

**12.6.2008–31.10.2008
Evaluation report**



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1. Competition organization

1.1 Background of the competition

"Helsinki Zoo is active in conservation and delivers a high-quality guest experience."

The Helsinki Zoo focuses on conservation of endangered species and operates the whole spectrum of conservation activities from breeding of threatened species, research, public education and training to in situ support of species, populations and their habitats. The zoo participates in global conservation programs. Today's major task in Helsinki Zoo is to describe their mission to visitors, associate their zoo internal activities with external conservation programs and to create a strong engagement to environmental and conservation issues.

The City of Helsinki hold a closed landscape architectural ideas competition for the planning of the Helsinki Zoo in Korkeasaari and recreational areas surrounding the zoo. Revitalizing the area has become a relevant issue due to new land-use in the neighbouring harbour areas and consequently a rising number of potential visitors to the island. The zoo can attract a large number of people and provide them with education, information and well designed environment.

The competition area includes three islands: Korkeasaari, Hylkisaari and Palosaari. The existing zoo is located on Korkeasaari, occupying the entire island. Hylkisaari (3,2 ha) is located on the southern side of Korkeasaari and it has been occupied by the National Marine Museum until recently. Palosaari is located east of Korkeasaari and it is currently used for the zoo's quarantine facilities.

The first priority in the competition was to find a feasible concept for the zoo renewal suitable for the landscape and conditions on Korkeasaari island. Ideas and principles are needed for more detailed planning of the zoo. A master plan for the whole competition area will be prepared by municipal authorities

on the basis of the competition results and ideas presented in competition proposals. Detailed plans will be prepared area by area according to the schedule determined later in the process.

Further planning process and finally implementing the plans is estimated to take at least ten years beginning in 2009. Changing the city's structure is an on going process, as is the renewal of the zoo.

1.2 Organiser, nature and purpose of the competition

The City of Helsinki, owner of Helsinki Zoo, is in the process of initiating a new Master Plan for the zoo. A landscape architectural ideas competition has been arranged during 2008, serving as a framework for the Master Plan. A previous Master Plan of the zoo was from 1994, but the need for a more comprehensive examination has become obvious. The objective of the competition was to renew the existing zoo and to provide new ideas for the recreational use of the entire competition area.

The purpose of the competition was to explore the possibilities to develop the area as a more attractive and appealing recreational area. The competition was aiming at clarifying the guidelines for a master plan that is in keeping with the area and meets the planning objectives, and, based on this plan, high quality and feasible starting points for making the detailed plan for the zoo, waterfronts and recreational use. Helsinki Zoo being one of only few zoos on an island, its new image should take full advantage of its maritime surroundings and elements provided by its natural landscape.

In the new Master Plan the zoo is to be seen as an ecological and educational centre, attractive and inspirational to the visitor, maintaining rare and endangered species and providing state-of-the-art

information concerning the decline of biodiversity and the effects of climate change and other human impacts on nature and wildlife. Much emphasis is given to enclosures promoting natural behaviour and breeding.

The park will provide aesthetic experience, various leisure time and recreational opportunities as well as smooth and safe routes for pedestrians, despite the challenging topography. All age and interest groups are equally taken into consideration in planning the zoo and services. Although traditionally the customers of the zoo have been families with young children, in future the zoo on Korkeasaari could be interesting and alluring to all age groups. The zoo needs new facilities and service to supply different customers.

1.3 Participants

Beckmann-N'Thepe
Paris, France

Maisemasuunnittelu Hemgård
Helsinki, Finland

SLA
Copenhagen, Denmark

1.4 Compensation

Each participating architectural office that submit a proposal which met the requirements of the competition brief was paid EUR 50 000 (VAT 0%).

1.5 Jury

The competition entries were evaluated by a jury whose members were:

Tuula Haatainen
Deputy Mayor, Chair

Tuomas Rajajärvi
Architect, Director of City Planning Department

Seppo Turunen
Director of the Helsinki Zoo

Sakari Mentu
Architect, The National Board of Antiquities

Ria Ruokonen

Landscape architect, appointed by the Finnish Association of Landscape Architects MARK

Kirsi Pynnönen-Oudman

Helsinki Zoo, Secretary

Tuomas Hakala

Architect, City Planning Department,
Secretary

1.6 Working committee

Seppo Turunen, Ria Ruokonen, Kaisa Rodriguez, Kirsi Pynnönen and Tuomas Hakala formed the working committee of the jury.

1.7 Experts

The following persons served as experts to the jury:

- Monika Fiby, Diplomingenieur, Master of Landscape Architecture
- Kaisa Rodriguez, Landscape Architect, Helsinki City Planning Department
- Leif Blomqvist, Helsinki Zoo
- Taru Vuori, Helsinki Zoo

1.8 Competition process

1.8.1 Competition rules and approval of the competition brief

The competition followed the rules, which are accepted in December 2007 by the SAFA's Delegates Council. The jury, the competition secretary and the representative of the Finnish Association of Landscape Architects approved the competition brief as adhering to the competition rules of the Finnish Association of Architects.

1.9 Competition schedule and questions

The competition was commenced at the opening seminar on the 13th of June, 2008, in Helsinki where the competition brief and the necessary background information were presented to participants. In the seminar, landscape architect Monika Fiby served as moderator. In conjunction with the seminar, the participants were also given the opportunity to visit the competition area.

The competition closed on 31st of October 2008.



2. Competition area

2.1 Location of the design area

The geographical location of Korkeasaari mediates the Vanhakaupunki bay in the north and the seascape of the Kruunuvuoren selkä bay in the south. The competition area is located on the east side of the Helsinki downtown area. The design area consists of three islands connected to each other and to Mustikkamaa recreational area via bridges. The Helsinki Zoo is located on a 23 hectare rocky island, named Korkeasaari. The competition area further includes two small islands connected to the main island, one of them (Palosaari, 1.2 ha) housing the zoo quarantine building and a rehabilitation centre for injured wild animals. The other island (Hylkysaari, 3.2 ha) at present belongs to the state, serving as a conservation and research area for the National Marine Museum. There is also an old protected office/exhibit building and two protected small villas on Hylkysaari island.

There is a bridge connection across the 240 m wide Mustikkamaasalmi (Mustikkamaa strait), which separates the zoo from public park Mustikkamaa, established in 1920. Year-round traffic is arranged via the bridge connecting the zoo to a recreational area with parking space for zoo visitors on the northern side of Mustikkamaa island. The main gate of the zoo, at the far end of the bridge, is about 800 m from the parking area. There is also a bus stop next to the entrance building.

Korkeasaari is located in the middle of a large seascape of Kruunuvuoren selkä bay. Further 1,2 km east is Laajasalo and Kruunuvuoren ranta, currently an oil terminal, which will be developed as residential areas in the next decades. The distance to the old city district, Katajanokka is approximately 450 m and from the future residential area, Sörnäinen-Kalasatama only 240 m.

The neighbouring harbour area and the city skyline form a strong contrast between green areas in the competition area and Mustikkamaa recreational area. In the south the view opens to an 18th century sea fortress Suomenlinna. The competition area is thus a focal point in a manifold cultural landscape.

Korkeasaari is owned by the City of Helsinki. At the state level, the zoo is under the supervision of the Ministry of agriculture and forestry, which gives the permission for operating the zoo. The City building department supervises new constructions at the zoo. Hylkysaari is owned by The National Board of Antiquities.



2.2 Changes in the city structure

The competition area will be greatly influenced by development in the neighbouring areas. With the current industrial harbours moved to Vuosaari in 2008, Helsinki will experience a major change in its urban structure during the next decades. Industry, storage and harbour operations are replaced by residential areas, administration, services and recreation. Through this change in the surrounding cityscape the functional appearance of the design area will change as well.

Close to Korkeasaari, new residential development at the Kalasatama waterfront

will expect 18,000 inhabitants and 10,000 job opportunities to the area by 2030. The current master plan for Kalasatama has included the north-east shore of Korkeasaari into the open recreational area with proposed bridges connecting Kalasatama and Mustikkamaa. In the local plan for Sörnäistenranta there is a pedestrian bridge connection to Mustikkamaa. The bridge spanning over the strait will provide a new access route to Kalasatama metro station and other public transport services. Bridge connections in this area will encourage cycling and walking between the city centre and eastern parts of the city.

Kruunuvuorenrenanta is another future development area neighbouring Korkeasaari towards east across the Kruunuvuorenselkä bay. The area is presently occupied by the Laajasalo oil harbour and it will be free of the harbour operations by 2010. A new seaside housing district for approximately 15,000 inhabitants will be built on the site of the present oil harbour and the adjoining land.

A tramline will link Korkeasaari to Kalasatama and the city centre via bridges in future.

Competition area seen from the south



3. Aims of the competition

3.1 Planning Objectives

The aim was to develop Korkeasaari and Hylkysaari into a highquality and functionally diverse park open for zoo visitors. It was hoped that competitors would generate fresh ideas and an overall perspective of combining the functions conservation, education, recreation and history.

The general planning objectives were divided into four categories. Planning principles concern the concept of the zoo, landscape planning, urban structure and interests of the City of Helsinki.

3.2 Zoo Planning Objectives

The zoo's primary function is participation in the conservation of biodiversity. Helsinki Zoo is especially suited for mountain and northern animals. The image of the zoo as an expert in the conservation and education of these species should be strengthened. The unique rocky island terrain should be used to best advantage in creating natural-like habitats.

Ecological display

Education and training are major tasks of the zoo. The zoo aims as well at promoting environmental awareness in society. The zoo focuses on providing information concerning the human impacts on nature and wildlife, conservation of biodiversity, endangered and threatened species and environmental sustainability. Information available for visitors will be integrated in exhibit design. The visitors will have the live experience with the animal and their natural habitat. The zoo provides formal and informal education opportunities, for example interactive learning assisted by latest technology. There will also be nature school and an auditorium for formal lessons.

Circulation is functional

All age groups are taken into consideration in designing the path system and circulation in the zoo. The main routes need to be accessible for elderly and disabled people, children and baby strollers even in the winter time when there is snow and ice on the ground. There should be only one public entrance area to the zoo.

Because of the future free public access on the northern part of the zoo island, the security issues need to be considered. The quarantine area and hospital for wild animals will continue to operate in connection with the zoo and their position on a separate island is optimal for security reasons.

The zoo is rich in experience

The enclosures should resemble natural habitats and be integrated into entire architectural concept of the zoological garden.

This approach offers an optimal platform to inform visitors about wildlife and explain ecosystem in a comprehensive manner. In a habitat based exhibits the visitor is placed inside the habitat landscape by extending the complexity of the animal's environment into areas where visitors walk, stand or sit. In a landscape immersion exhibit the encounter with wild animals is more emotional which emphasizes the learning experience.

Accommodation is provided in the zoo area year round to enable longer stay at the site. Overnight and extended day programs are available for visitor groups after opening hours. Indoor exhibit space should be markedly increased.

To provide families and children with enjoyable surroundings there will be more playgrounds and picnic sites.

Developing underground exhibits for nocturnal animals

The zoo is extended by underground exhibits placed in bedrock of the island. Nocturnal species can be shown in underground exhibits where it's possible to observe active animals in their natural waking hours. In the bedrock there can also be utilities like galleries, auditorium and storage space which would be obtrusive if placed on the ground. The possibility to connect the new underground facilities with existing indoor exhibits should be examined. Continuous indoor space is convenient for visitors especially in winter time.

3.3 Landscape objectives

Maritime character is emphasized

The opportunity of being located in the middle of seascape is a phenomenal starting point for planning. Currently, the ferry trip is the only possibility to enjoy the maritime scenes. Taking full advantage of the maritime nature could be achieved for example by re-opening vistas to the sea, developing the shoreline and making the island accessible by boat. Swimming beaches and other maritime recreation can be situated in Hylkysaari island.

Landscape features are utilized in zoo design

Distinctive landscape features like topography, vegetation and views to surroundings are emphasized to create unique atmosphere. Opportunities to rest and admire the views and other enjoyable surroundings in the park are created on the shoreline and lookout spots. The underground spaces are located in ample bed rock of the island.

Korkeasaari and Hylkysaari are characterised as active recreational area

The shorelines and parks are multi-functional and aesthetical to a high degree. The park is used for recreational purposes and different kind of leisure time activities are encouraged. The old park needs renewing, new plantation and lights etc. The protected buildings in the park can be integrated in the park design.

The national park character and recreational needs require are to be encouraged and strengthened.

Korkeasaari provides the visitors with a pleasant park environment inside the zoo. Functions in Hylkysaari concentrate on recreational use, education and culture events and exhibitions.

Historical layers are preserved

The aim is to preserve the park milieu and buildings with historical value as a part of new design.

3.4 Cityscape, Functional objectives

Korkeasaari island is a part of the waterfront promenade

A new bridge connection to Kalasatama will link Korkeasaari island as a part of continuous waterfront route. The north-east shore region stretching from the main bridge west to the present ferry harbour will be developed for public use and recreational routes. Fencing the public area is necessary and much consideration should be given to designing the feasible and aesthetic solution for the fence between public area and the zoo as well as the path system. A new entrance area to the zoo and a possible tram stop will be located in this area.

Public transport routes are included in the plans

The new public transport route alignment is planned through the northern edge of Korkeasaari island. The other possibility is to reach the tram line to Kalasatama and connect the Korkeasaari island by a pedestrian bridge to Kalasatama. Either way the accessibility of the zoo by public transport improves dramatically.

Improved connection to Mustikkamaa island

The pedestrian route from Mustikkamaa island parking area to the zoo needs revitalisation and attraction along the route. The route is divided into series of functional and landscape features.

Hylkysaari island focus on educational and recreational use

Hylkysaari island is to be developed into a multi-functional centre for education, research and leisure time activities with landscape and historical values. The historical values and preserved buildings are an important content of the plan.

Potential sites for new building

The proposal should present the possible sites and areas for new construction. In the proposal there should be presented the future possibilities for building in case of new requirement for zoo facilities.



3.5 The City of Helsinki: Recreational, educational and financial objectives

Korkeasaari attracts a lot of visitors

Korkeasaari attracts both inhabitants from Helsinki as well as tourists from Finland and abroad. The number of visitors will increase in the future.

Korkeasaari is a unique zoo.

The aim is to renew the zoo and create original solutions. The traditional concept is insufficient to attract and inspire new visitors. A new approach to the concept of a zoo and its maritime surroundings will promote its attractiveness even at an international level.

The zoo strengthens the image of the city

The aim is to develop the zoo as a tourist attraction and a sight worth visiting. In this sense the zoo will reinforce the image of the city.

Place of education and research

Korkeasaari island and Hylkysaari island should be developed as a center for education and research concerning nature and conservation. The aim is to create a strong engagement to environmental and conservation issues.

Outlook tower "Kupla"/"The Bubble"

Architect Ville Hara



3.6 Evaluation criteria

In the judging of the competition attention were paid to the functional and cityscape factors of the competition proposals, with particular attention being paid to quality of the following aspects:

A. Landscape merits affected by:

- creation of a suitable visual identity for the zoo and recreational areas
- general landscape approach
- freshness of ideas
- pleasantness and experiential quality from the visitors and animal perspective
- skilful use of vegetation to define space
- general appearance, character and identity of the area
- preserving the characteristics of the built environment and park areas of historical value
- relationship with natural landscape features

B. Functional quality affected by:

- the consideration of the needs of different user groups to create a functional concept
- practical circulation in the zoo
- functional and architectural character of the entrance area
- the accessibility of the main routes
- flexibility and multi-functionality in different seasons and at different times of day
- the exploitation and promotion of the maritime character



Korkeasaari seen from the east

4. General evaluation

General evaluation

The competition level was good and the judges saw that the competition produced feasible ideas on how to develop Korkeasaari. The competition produced three very different, interesting, and carefully thought-out plans about ideas. The plans include interesting ideas, solutions, and viewpoints for developing the concept of the zoo and raising the recreational value of the area. The most significant differences between the different proposals were evident in the level of processing needed and in the extent and versatility of the development possibilities offered by the proposals. The proposals represented a very moderate approach maintaining the current outlook as well as a novel approach creating something new and significantly changing the current status.

Based on all the proposals, it would be possible to continue planning on a conceptual level in order to form a more detailed general plan while retaining the basic idea of the plan at hand.

In estimating the competition, the judges paid particular attention to the cityscape and functional solutions of the proposals as well as to the modification of the landscape. The competition was held in a situation where the status of Korkeasaari is continually changing in the city structure. Thanks to the new tram connection, pedestrian bridges and constructing the Kalasatama [Fish harbour] area, Korkeasaari will form a more integral part of the city structure and will be reached more easily. Even though in all the proposals the presentation of the future rail traffic connection had largely been ignored, the possibility to integrate the plans with the future traffic solutions was one central point that was estimated. All of the proposals had paid much attention to the accessibility of the zoo and the experiential routes on the island.

The precision in presenting the respective details varied greatly between all the proposals. In part, solutions had been investigated carefully and adapted skilfully to the existing geography. Some solutions were presented only in main principle, in reference and as lists. The main idea and concept were presented very clearly in all the proposals, and the physical surroundings produced by the plans were understandable from the schematic images and written explanations. The level of presentations in the proposals is impressive on the whole. In one proposal, the plan had been illustrated even with extra miniature models.

The objective of the competition was to find an innovative and fresh way to develop the historical national park and zoo. A more clear and attractive identity is sought for Korkeasaari, which was a part of the objective for the competition.

The approach to the city's structure was somewhat weak in all of the competitive proposals. Connecting Korkeasaari to its surroundings had been presented referentially or even against the principles that were presented in the competition's agenda and no proposal presented wider ideas about the city's structure that would have been believable. For example, the development of Hylkysaari [Shipwreck Island] has remained on a very general and careful level in the proposals. Mainly concentrating the work on Korkeasaari is understandable due to the landscape-architectural nature of the competition. In addition, the targets of the competition agenda were so extensive that taking all of them into consideration in one proposal seems to have been too challenging.

Beluga presents a radical solution where only rather little of the old structures is maintained. However, if realized, it clearly changes the zoo and brings a

new outlook to it. The juxtaposition in the entrance between the artificial area and the nature status of the rest of the area is a surprising, yet inspiring solution. Implementing the work requires big efforts and investments. If implemented well, Beluga could raise the Korkeasaari zoo to a new level and give the city a new, individual tourist attraction.

Kozoo offers a commercial brand that has partly been developed very highly. However, using the competition work in question as the basis of the master plan is very challenging. There is an immense amount of single, individual ideas, some of which are unrealistic. The work emphasises the national park side at the cost of the zoo.

Islands and islands is a work following the assignment that was given very strictly, but also a little colourless and modest in its ideas. Preserving the old historical structures has been considered, which will most likely be one of the factors guiding the construction in the future. The changes presented in the work are for the most part fully implementable.

Yleisarvostelu

Kilpailu oli tasoltaan hyvä ja palkintolaukunta katsoo kilpailun tuottaneen käytöökelpoisia ideoita Korkeasaaren kehittämiseen. Kilpailu tuotti kolme varsin erilaista, sisällöltään kiinnostavaa ja huolellaa tutkittua ideasuunnitelmaa. Suunnitelmat sisältävät mielenkiintoisia ideoita, ratkaisuja ja näkökulmia eläintarhan konseptin kehittämiseen ja alueen virkistysellisen arvon nostamiseen. Suurimmat erot eri ehdotusten välillä tulivat esille alueen käsittelyn voimakkuudessa ja ehdotusten tarjoamien kehittämismahdollisuksien laajuudessa ja monipuolisuudessa. Ehdotuksissa oli edustettuna sekä hyvin maittillinen ja nykyistä ilmettä säilyttävä lähestymistapa että todella uutta luova ja nykytilaa merkittävästi muuttava käsittelytapa.

Kaikkien ehdotusten pohjalta olisi mahdollista jatkaa suunnittelua ideatasolta alueen yksityiskohtaisempaan yleissuunnitelmaan suunnitelman perusidea säilyttää.

Kilpailun arvostelussa kiinnitettiin erityisesti huomiota ehdotusten kaupunkikuvallisiin ja toiminnallisiin ratkaisuihin sekä maisemalliseen käsittelyyn. Kilpailu käytti tilanteessa, jossa Korkeasaaren asema kaupunkirakenteessa on muuttumassa. Uuden raitiovaunuhteyden, kävelysiltöjen ja Kalasataman alueen rakentumisen myötä Korkeasaari tulee kiinteämmin osaksi kaupunkirakennetta ja helpommin saavutettavaksi. Vaikka kaikissa ehdotuksissa tulevan raideliikenneyhteyden esittäminen oli jätetty pitkälti huomioimatta, oli suunnitelmien yhteen sovellettavuus tulevien liikenneratkaisujen kanssa yksi keskeinen arvosteluperuste. Eläintarhan saavutettavuuteen ja kävijöiden elämyksellisiin reitteihin saarella oli kiinnitetty kaikissa ehdotuksissa paljon huomiota.

Ehdotusten tarkkuus yksityiskohtien esittämisessä vaihteli suuresti. Ratkaisuja oli tutkittu osittain tarkasti ja sovitettu olevaan maastorakenteeseen taitavasti.

Osittain ratkaisuja oli esitetty vain pääperiaatteissaan, viitteellisesti ja luettelomainesta. Pääidea ja konsepti olivat hyvin selvästi esitetty kaikissa ehdotuksissa ja suunnitelmien tuottama fyysisen ympäristö oli luettavissa suunnitelmakuista ja kirjallisista esityksistä. Ehdotusten esitysteknikan taso on kokonaisuutena vaikuttava. Yhdessä ehdotuksessa suunnitelmaa oli havainnollistettu jopa ylimääräisillä pienoismalleilla.

Kilpailun tavoitteena oli löytää innovatiivinen ja raikas tapa kehittää historiallista kansanpuistoa ja eläintarhaa. Korkeasaarelle toivotaan selkeämpää ja vetovoimaisempaa identiteettiä, jonka määritteilyyn kilpailulla pyrittiin.

Kilpailuehdotuksien kaupunkirakenteellinen ote kaikkinensa oli hiukan heikko. Korkeasaaren liittymisen ympäristöönsä oli esitetty viitteellisesti tai jopa vastoin kilpailuohjelman esittämiä periaatteita, eikä yksikään ehdotus esittänyt sellaisia laajempia kaupunkirakenteellisia ideoita, jotka olisivat olleet uskottavia. Hylkysaaren kehittäminen on mm. jäänyt ehdotuksissa kovin yleiselle ja varovaiselle tasolle. Töiden keskittyminen lähinnä Korkeasaareen on ymmärrettävää kilpailun maisema-arkkitehtuurin painotuvan luonteen johdosta ja toisaalta kilpailuohjelman tavoitteet olivat niin laajalaisia, että niiden kaikkien huomioiminen samassa ehdotuksessa näyttää olleen liian haasteellista.

Beluga tuo radikaalin ratkaisun, jossa vanhaa säästyy vähän. Kuitenkin toteutuessaan muuttaa selkeästi eläintarhaa ja tuo sille uudenlaisen ilmeen. Vastakkainasettelu sisääntulon keinotekoisuuden ja muun alueen luonnontilaisuuden välillä on yllättävä mutta myös innostava ratkaisu. Työn toteutus vaatii isoja toimenpiteitä ja investointeja. Beluga voisi hyvin toteutettuna nostaa Korkeasaaren eläintarhan uudelle tasolle ja antaa kaupungille uudenlaisen omaleimaisen matkailunähtävyyden.

Kozoo tarjoaa kaupallisen brändin, joka on viety osittain hyvinkin pitkälle. Kyseisen kilpailutyön soveltaminen yleissuunnitelman pohjana on kuitenkin erittäin haasteellista. Yksittäisiä ideoita on suorastaan läkähdyyttävän paljon, osa niistä epärealistisia. Työssä korostuu kansanpuistomaisuus eläintarhan kustannuksella.

Islands and islands on tehtävänantoa tarkoin noudattava työ, mutta toisaalta myös hieman väritön ja ideoiltaan vaatimaton. Vanhojen historiallisten rakenneiden säilyttämistä on harkittu, mikä lienee joka tapauksessa eräs tulevaisuuden rakentamista ohjaava tekijä. Työn esittämät muutokset ovat pitkälti täysin toteutamiskelpoisia.

5. Estimation of individual proposals

5.1 Proposal "Beluga"

The proposal is very impressive from the architectonic and landscaping viewpoint, which is consistent in its design philosophy and it is rather interesting.

The rocky island is developed from its natural starting points. The geographical areas for animals have sought their place based on the landscape. The woody and open areas are located naturally in the terrain, as clear entities. Korkeasaari is divided clearly into the constructed part for the visitors and the nature part for the animals. Only the protected structures and large trees have been preserved from the current surroundings; otherwise, Korkeasaari has undergone a revolutionary change. The current buildings have been demolished, except for the protected buildings. This emphasises the position of the new suggested buildings in the landscape. The botanical area and its picturesque realisation form a natural part of the national park. The most luxuriant parts of the islands have been presented as park-like areas where the protected buildings, mainly from the national park era, are located. Thus, the historical areas form a successful whole that includes not only the buildings, but also the park-like near surroundings. Moreover, the green but rocky nature of Hylkysaari [Shipwreck Island] fits well into the insular landscape.

The public park space has been minimised by locating a large terrain-adapted building on the north side of the island. This building acts as the entrance to the zoo. The entrance building includes two tropical halls, a hall exhibiting nighttime animals, as well as services and a ticket sale point. From the Kalasatama [Fish Harbour] shore, the entry is through a ropeway. Placing the new identifying buildings at the points suggested is justified from the landscape point of view. The entrance building forms a landmark that can be seen from the city proper and from the direction of the future Kruunuvuori [Crown Mountain]

area. Building the arctic area in the fill-area next to Palosaari [Burn Island] makes it possible to landscape the tram line terraces as a part of the island. However, the new buildings remain behind the highest parts of the island when viewed from the sea, which means that the total outline of the island remains as it was, which is a part of the rugged insular landscape of Helsinki. The total outlook and silhouette of the island remains park-like and rocky.

The routes are interesting and the versatility of the terrain has been utilised in the linings and levelling. The summer and winter routes present visitors with all the different sides of the zoo. Directing the winter routes to the indoor areas of the zoo opens a new viewpoint to the life of animals and their care.

The proposal has ignored some of the starting points for the planning that was given in the work agenda, such as strengthening national park history and the recreational use related to this as along with the traffic plans and connection to the current city structure. The proposal does not present a tram connection on the north side of the island, but can be seen as enabling by placing the tram line on the Korkeasaari north shore. Developing the area between Palosaari [Burn Island] and Korkeasaari as an area for arctic species and the entrance building conforming to the form of the landscape both support the tram line. Constructing on the shores changes the look of the island when viewed from close range. The concrete-rimmed cleaning sinks for drainage water form a fairly heavily treated shoreline. The sturdiness of the structures and the great amount of sinks are unnecessary considering the principles of handling drainage water. The structures form a foreign border in the islands landscape. The proposal has not suggested the utilisation of the rock resources, except for partly embedding the entrance building into the terrain.

The proposal has been presented in a very logical manner. The problems with the current status of the area have been solved by changing the nature and outlook of the entire area, although the proposal has investigated the implementation of the change in phases. A strong total approach is the proposal's strength and its weakness; the architectonic and landscape-related impressiveness is based nearly too much on renewing, concentrating construction, and on the architectonic look of the new buildings.

The protection of species has been taken into consideration in the presented species selections: polar bears represent taking climate change into consideration and a serious look into the future. Utilising the aquatic environment has been outlined innovatively in other ways as well. However, the species selections also present difficult species to take care of. The measurements of animal spaces are sometimes too small and it is not likely that household animals would be held in the presented scale. The animal spaces have been planned to reach the shore, which from a landscape perspective gives a sense of openness in the animal spaces (so-called borrowed landscapes), but this is demanding from the point of view of environmental stress. The work presents themes that fit the current animal species. The large indoor spaces enable presenting the exotic biodiversity themes mentioned in the assignment in the northern conditions.

The visitor's experience is supported by routes on which the visitor approaches the animal spaces little by little, in which not everything can be seen at once. The terrace-like structure on the east side of the island is an interesting and probably functional solution in presenting animals from different altitude zones. There is something to see immediately next to the entrance, which is a clear deficiency in the current setup of Korkeasaari visitors' route.

5.1 Ehdotus "Beluga"

The work supports the educational and instructional task of Korkeasaari e.g. with teaching facilities and an outdoor theatre. Cane-grass cleansing has also been considered as a theme related to environmental protection, although it is oversized in the extent presented in the proposal. On the other hand, reducing energy consumption or using renewing energy sources have not been included as factors guiding the planning.

The work does not particularly protect the historical values, e.g. the old ferry harbour disappears entirely, together with many other old buildings. However, the planning of recreational and visitor routes is innovative: separate summer and winter routes as well as the picnic and play areas located on different sides are some of these new elements.

The year-round visitor may be troubled by the suggestion of placing all the warm indoor spaces near the entrance. Using the animal spaces as warm support points in the wintertime is possible and it must be taken into consideration when planning the future buildings. The implementation of the plan will clearly take over a decade.

The plan creates a new attractive zoo and a culture and science centre in Helsinki. The proposal has created a strong sustainable idea that provides good possibilities to renew the current zoo.

Ehdotus on arkkitehtonisesti ja maisemalliselta kokonaisotteeltaan erittäin vankkuttava sekä suunnittelufilosofialtaan johdonmukainen ja kiinnostava.

Kallioista saarta kehitetään sen luonnonlisista lähtökohdista. Eläinmaantieteelliset alueet ovat hakeneet paikkansa maiseman ehdolla. Puustoiset ja avoimet alueet sijoittuvat maastoon luontevasti ja selkeinä kokonaisuksina. Korkeasaari jakautuu selvästi kävijöille tarkoitettuun rakennettuun osaan ja eläimille tarkoitettuun luonto-osaan. Nykyisestä ympäristöstä on säilytetty vain suojellut rakennukset ja suuret puut, muuten Korkeasaari on kokenut mullistavan muutoksen. Nykyiset rakennukset on purettu suojeleja rakennuksia lukuun ottamatta. Tämä vahvistaa uusien ehdotettujen rakennusten asemaa maisemassa. Kasvitieteellinen alue ja sen pittoreski toteutus sijoittuu luontevasti osaksi kansanpuistoajan puistomaista osaa. Saaren rehevimmät osat on esitetty puistomaisina alueina, joihin suojellut, pääasiassa kansanpuistoikaiset, rakennukset sijoittuvat. Näin historiallista alueista muodostuu onnistunut kokonaisuus, joka pitää sisällään paitsi rakennukset myös niiden puistomaisen lähiympäristön. Samoin Hylkysaaren vihreää mutta kallioisen luonne istuu saaristomaisemaan hyvin.

Julkinen puistotila on minimoitu sijoittamalla saaren pohjoisreunalle suuri maastoon polveutuva rakennus, jonka kautta eläintarhaan saavutaan. Sisääntulorakennus sisältää kaksoitropista halloja, yöeläimiä esittelevän hallin sekä palveluja ja lipunmyyntipisteen. Kalasataaman rannasta rakennukseen saavutaan köysiradalla. Uusien tunnusrakennusten sijoittaminen esitettyihin kohtiin on maisemallisesti perusteltua. Sisääntulorakennus muodostaa maamerkin, joka näkyy kantakaupunkiin ja tulevan Kruunuvuoren alueen suuntaan. Arktisen alueen rakentaminen täytöalueelle Palosaaren kainaloon mahdollistaa raitiotie-

linjan penkereiden maisemoimisen osaksi saarta. Uudet rakennukset jäävät kuitenkin saaren korkeimpien kohtien taakse etelästä mereltä pään katsottaessa, jolloin saaren kokonaishahmo jää ennalleen osaksi Helsingin karua saaristomaisemaa. Saaren kokonaisilme ja siluetti säilyvät puustoisen ja kallioisenä.

Reitistö on kiinnostava ja maaston monimuotoisuutta on hyödynnetty linjauksissa sekä tasauksissa. Kesä- ja talviraitit esittelevät kävijöille eläintarhan erilaiset puolet. Talvireittien johtaminen rahojen sisätiloihin avaa uuden näkökulman eläinten elämään ja niiden hoitoon.

Ehdotuksessa on ohitettu joitakin työohjelmissa annettuja suunnittelun lähtökohtia, kuten kansanpuisto historian ja siihen liittyvän virkistyskäytön vahvistaminen sekä liikennesuunnitelmat ja liittyminen nykyiseen kaupunkirakenteeseen. Ehdotuksessa ei esitetä raitiolinja sivuamaan saaren pohjoisosaa, mutta voidaan katsoa ehdotuksen mahdollistavan raitiolinjan sijoittamisen Korkeasaaren pohjorisrannalle. Palosaaren ja Korkeasaaren välisen alueen kehittäminen arktisten lajien alueeksi sekä maastonmuotoja myötäilevä sisääntulorakennus tukevat raitiovau-nulinja. Rantojen rakentaminen muuttaa saaren ilmettä lähieläisyystä tarkasteltaessa. Betonireunaiset hulevesien puhdistusaltaat muodostavat melko rankasti käsitlelyn rantaviivan. Rakenteiden järeys ja altaiden suuri määrä ovat tarpeettomia ottaen huomioon huleveden käsitlelyn periaatteet. Rakenteet muodostavat maisemassa vieraan reunuksen saarelle. Ehdotus ei ole esittänyt kallioresurs-sien hyödyntämistä sisääntulorakennuk-ken osittaista maastoon upottamista lu-kuun ottamatta.

Ehdotus on viety läpi erittäin johdonmukaisesti. Alueen nykytilan ongelmat on ratkaistu muuttamalla koko alueen luonne ja ilme, joskin ehdotuksessa on tutkittu muutoksen toteuttamista vaiheittain. Voimakas kokonaisote on se-

kä ehdotuksen vahvuus että sen heikkus; arkkitehtoninen ja maisemallinen vai-kuttavuus perustuu liiankin paljon uusi-miseen, rakentamisen keskittämiseen ja uudisrakennusten arkkitehtoniseen il-meeseen.

Lajien suojojelutyö on huomioitu esite-tyissä lajivalinnoissa: jäärkarhu ilmentää ilmastonmuutoksen huomioimista ja tu-levaisuuteen katsomista. Vesiympäris-tön hyödyntäminen on muutoinkin inno-vatiivisesti hahmoteltu. Toisaalta lajivalin-noissa on myös hoidon kannalta vaikei-ta lajeja. Eläintilojen mitoitukset ovat pai-koin liian pienet, ja kotieläinten pito esite-tyissä mittakaavassa ei ole todennäköis-tä. Eläintilojen on suunniteltu ulottuvan rantaan saakka, mikä maisemalliseksi antaa avaruuden tunnetta eläintiloihin (ns borrowed landscapes), mutta on vaativa ympäristökuormitusten hallinnan kannal-ta. Työssä on esitelty teemoja, jotka sopi-vat nykyiseen eläinlajistoon. Isot sisätilat mahdollistavat tehtävänannossa esitety-jen eksoottisten biodiversiteeteemojen esittelyn pohjoisissa oloissa.

Kävijäelämystä tuetaan reitein, joissa kävijä lähestyy eläintiloja vähittäin, eikä kaikki ole kerralla nähtävissä. Terassimai-suus saaren itäpuolella on mielenkiinto-nen ja luultavasti toimiva ratkaisu eri kor-keusvyöhykkeiden eläinten esittelyssä. Sisääntulon tuntumassa on heti katsot-tavaa, mikä nykyisellään on selvä puute Korkeasaaren kävijäreitillä.

Työ tukee Korkeasaaren opetus- ja va-listustehtävää mm opetustilojen ja ul-koilmateatterin avulla. Ruovikkopuh-distus ympäristönsuojojellisena teema-na on myös huomioitu, joskin ehdotuk-sen esittämässä laajuudessa ylmitoit-tu. Toisaalta energiankulutuksen vähen-tämistä tai uusiutuvia energianlähteitä ei ole otettu mukaan suunnittelua ohjaavi-na tekijöinä.

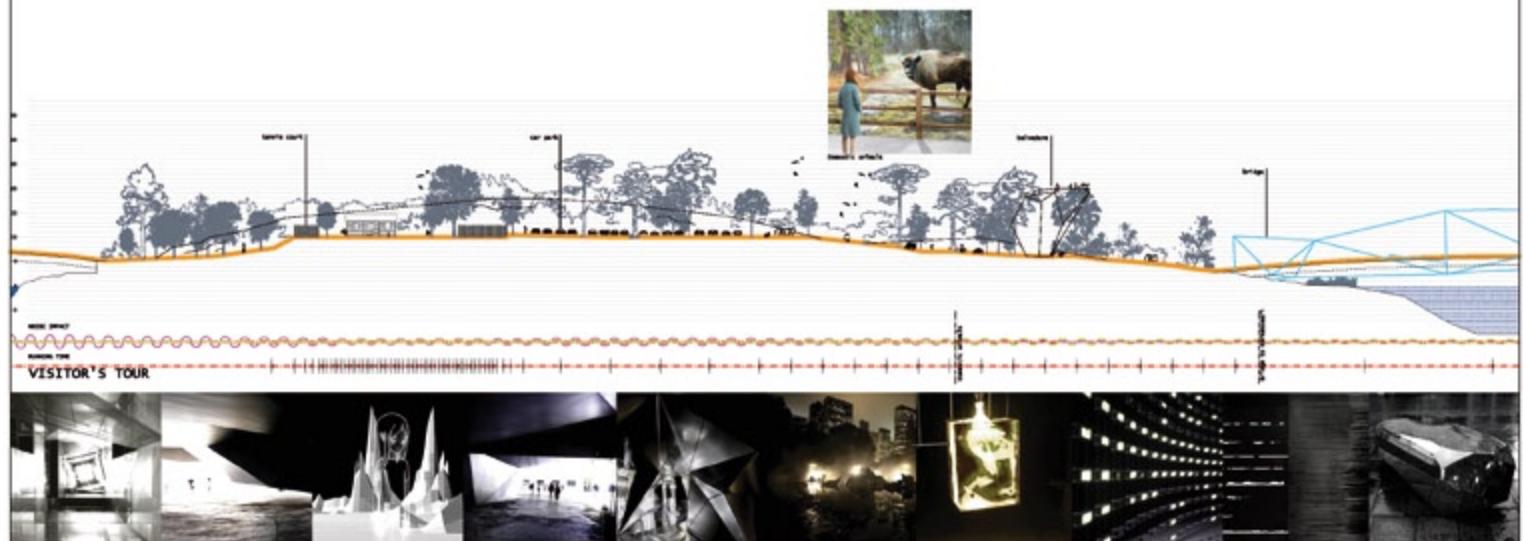
Työ ei erityisesti suojele historiallisia arvoja, esim. vanha lauttasatama katoaa kokonaan, samoin moni muu vanha ra-kennus. Sen sijaan virkistys ja kävijäreit-tien suunnittelu on innovatiivista: erilliset kesä- ja talvireitit sekä eri puolilla sijaitse-vat picnic- ja leikkipaikat ovat näitä uusia elementtejä.

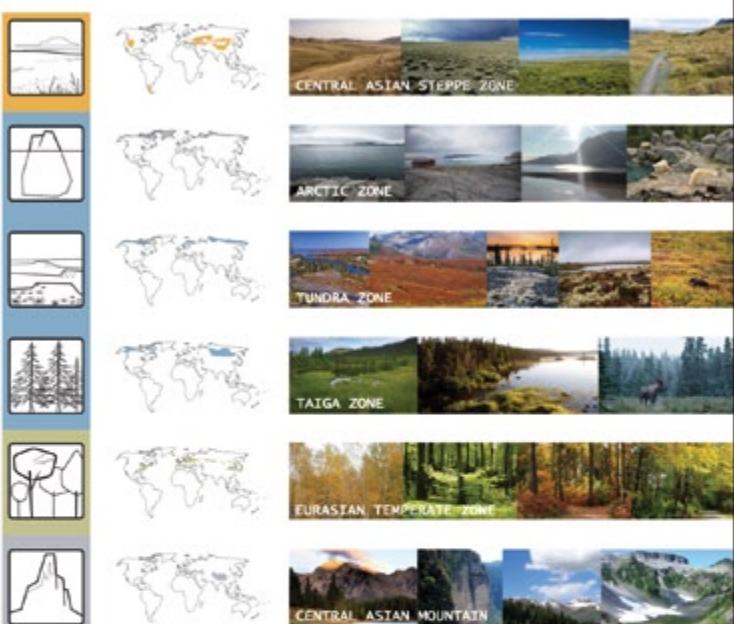
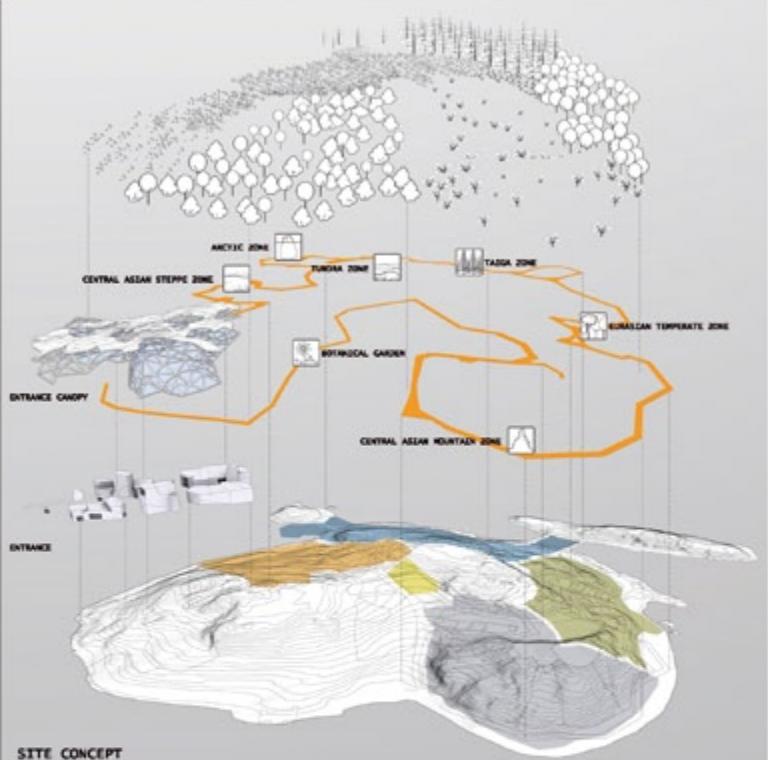
Ympäri vuotista kävijää voi arveluttaa ehdotettu kaikkien lämpimien sisätilojen sijoittuminen sisäänpäyn tuntumaan. Eläintilojen käyttö lämpiminä tukipisteinä talvisaikaan on mahdollista, ja se on otet-tava huomioon tulevaisuuden rakennus-ten suunnittelussa. Suunnitelman toteu-tus kaiken kaikkiaan on selkeästi yli vuosikymmenen hanke.

Suunnitelmassa luodaan uusi vetovoimainen eläintarha sekä kulttuurin ja tie-teen keskus Helsinkiin. Ehdotus on luo-nut kantavan vahvan idean, joka antaa hyvät mahdollisuudet nykyisen eläintar-han uudistamiselle sen puitteissa.

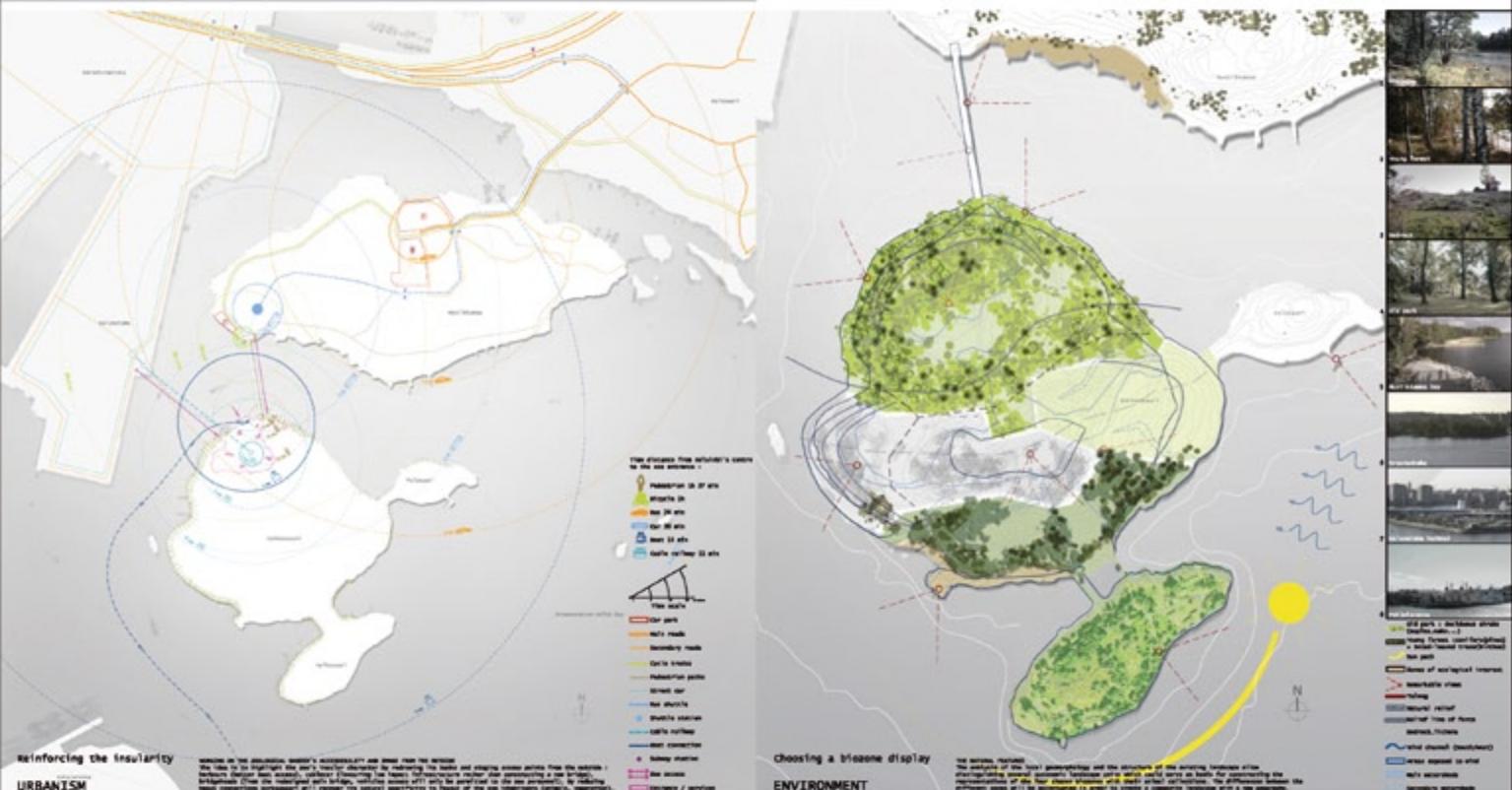


SITE PLAN 1/1000*



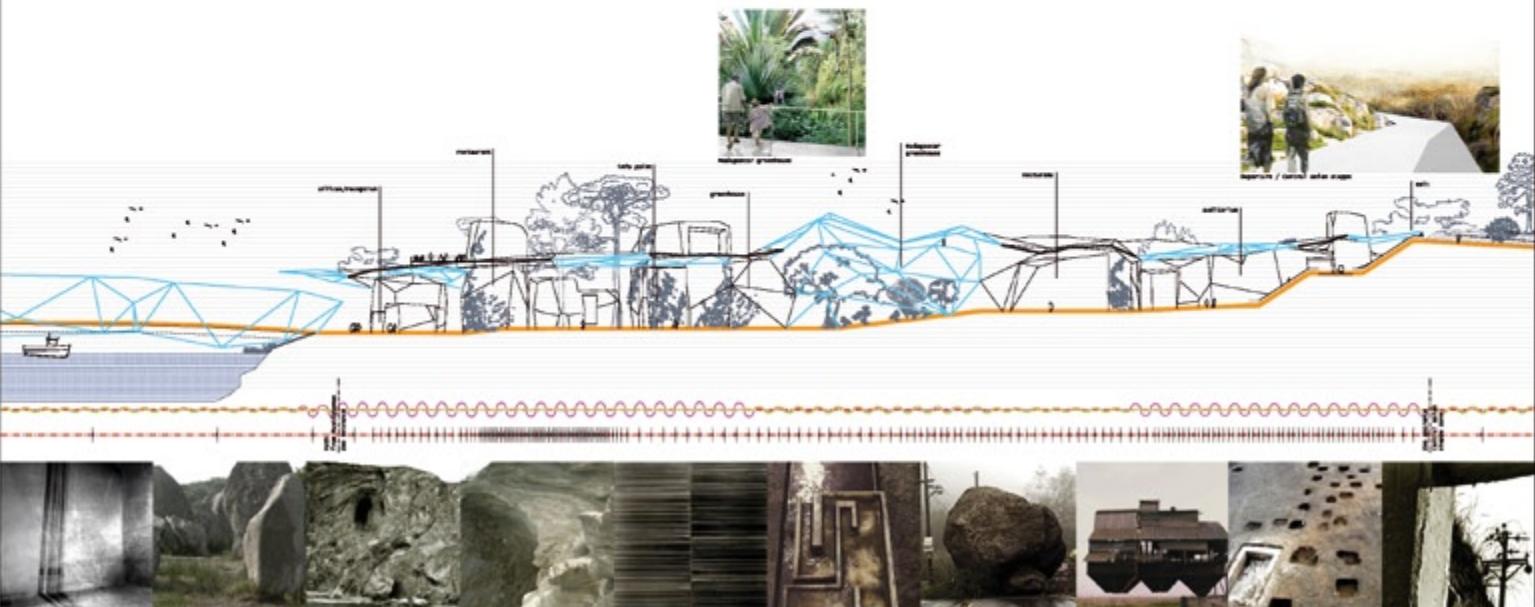


SITE CONCEPT



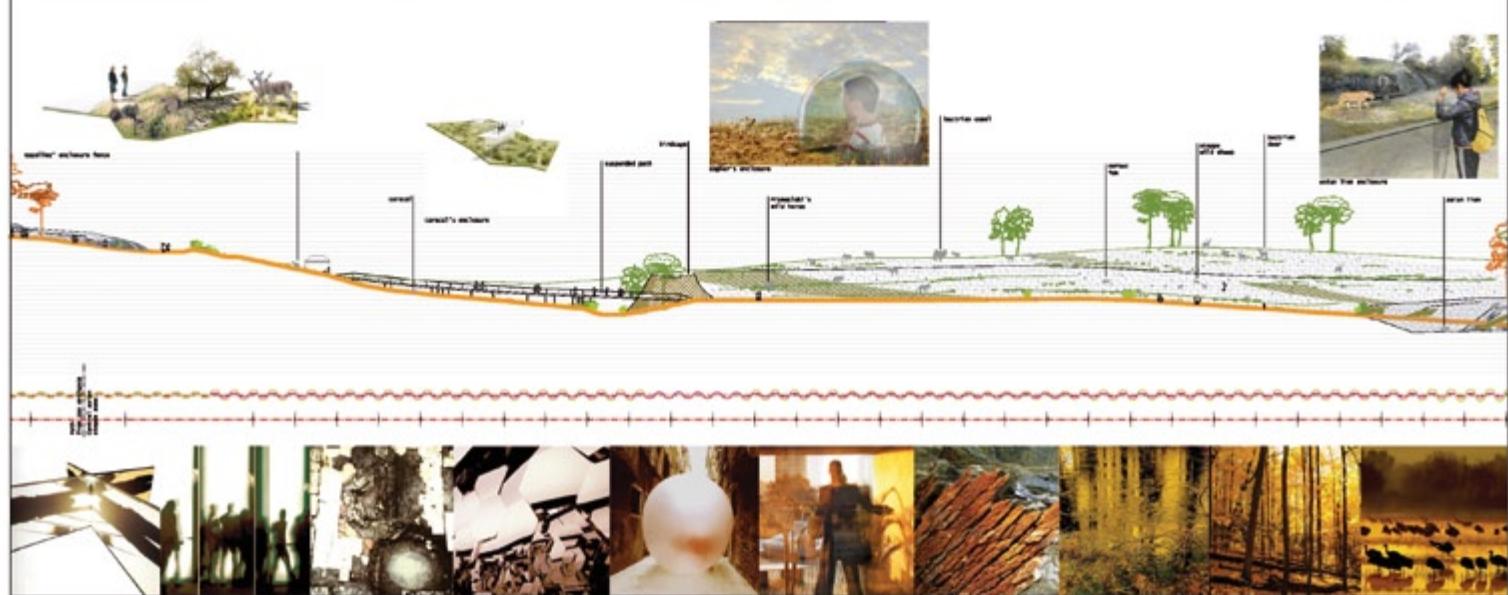
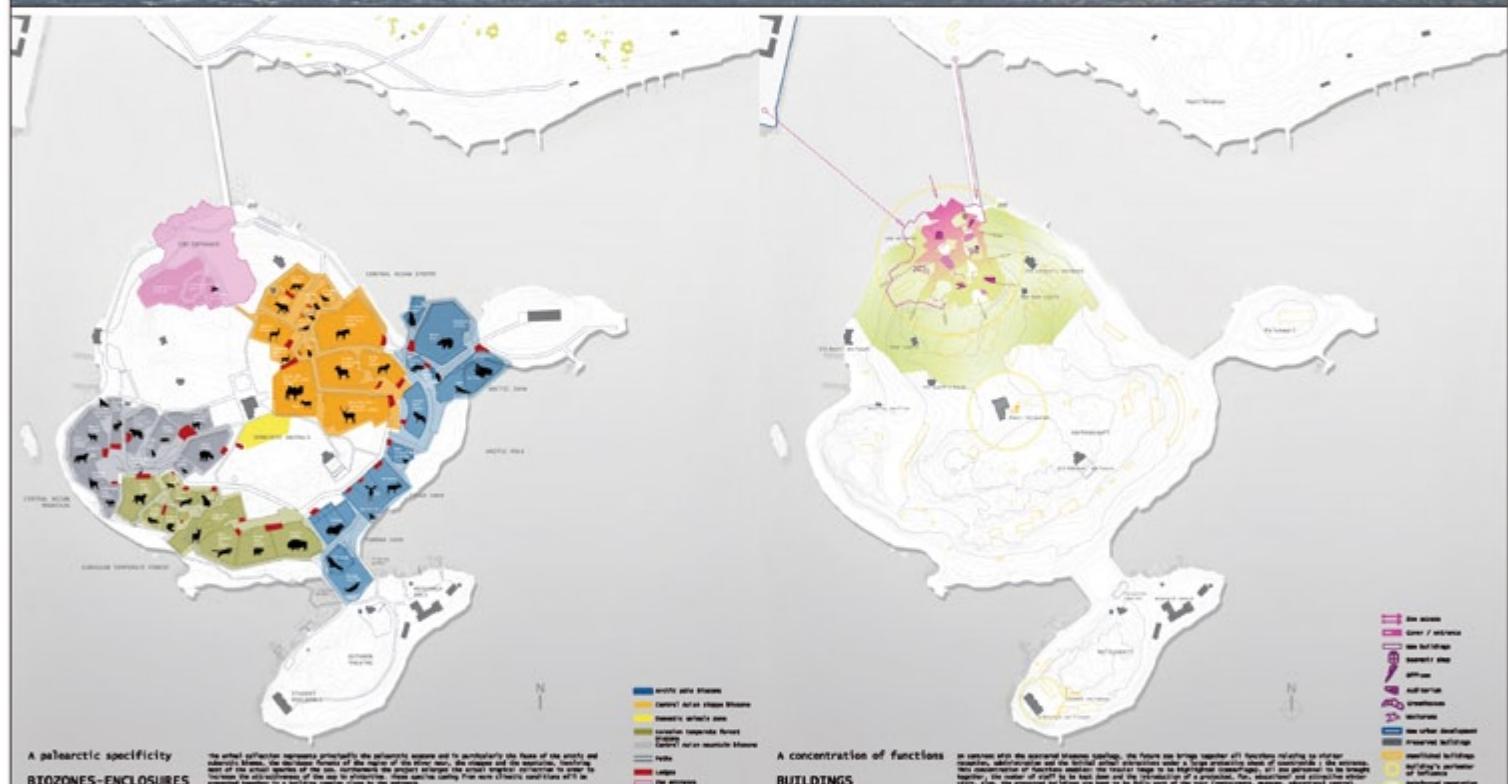
REINFORCING THE INSULARITY

URBANISM



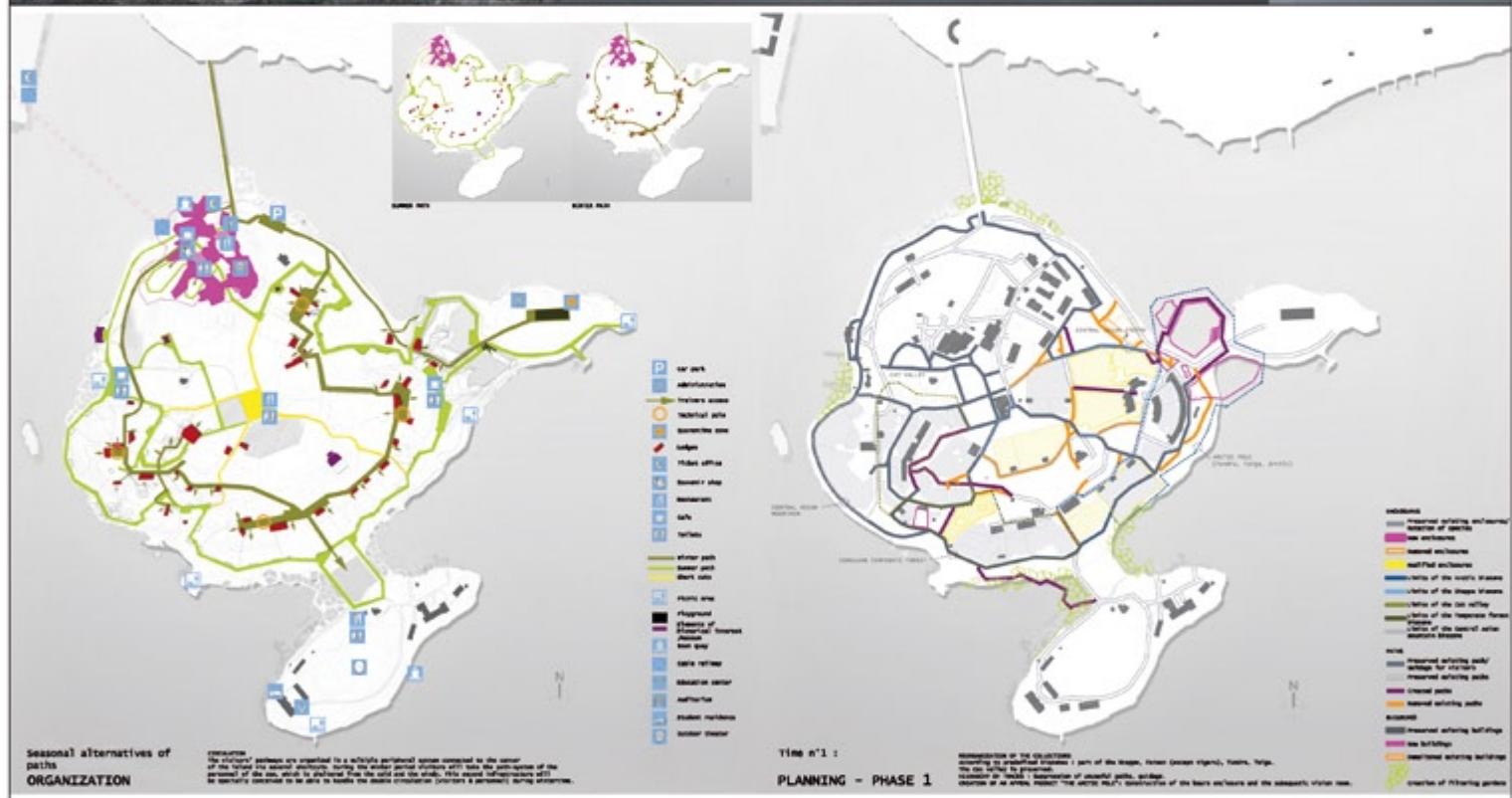


AERIAL VIEW

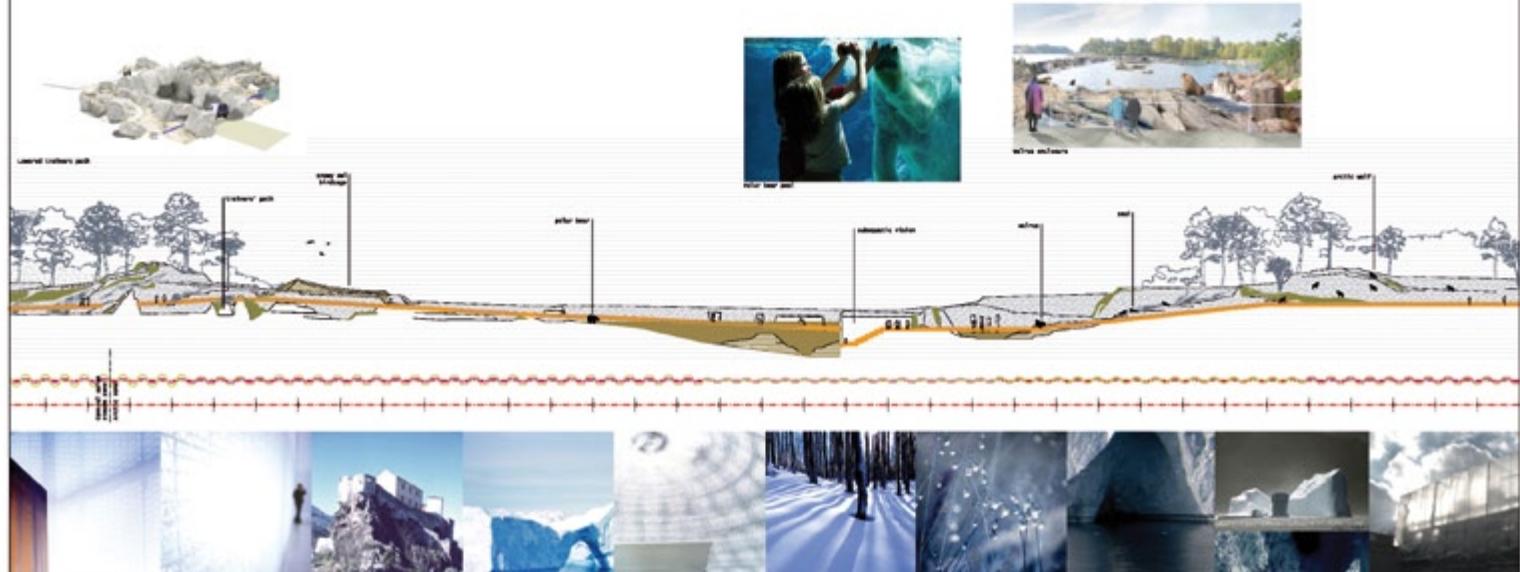


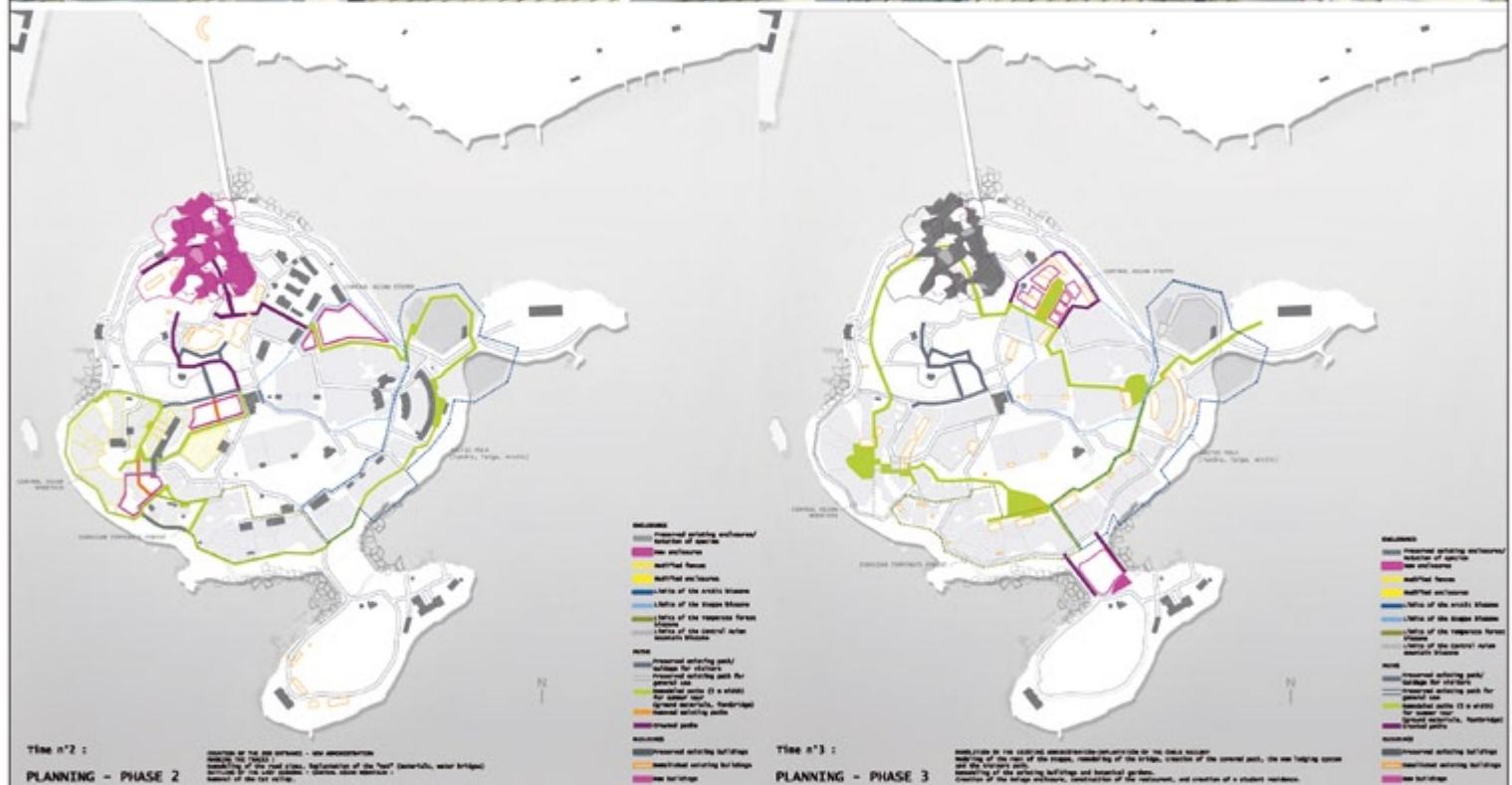


THE ZOO ENTRANCE



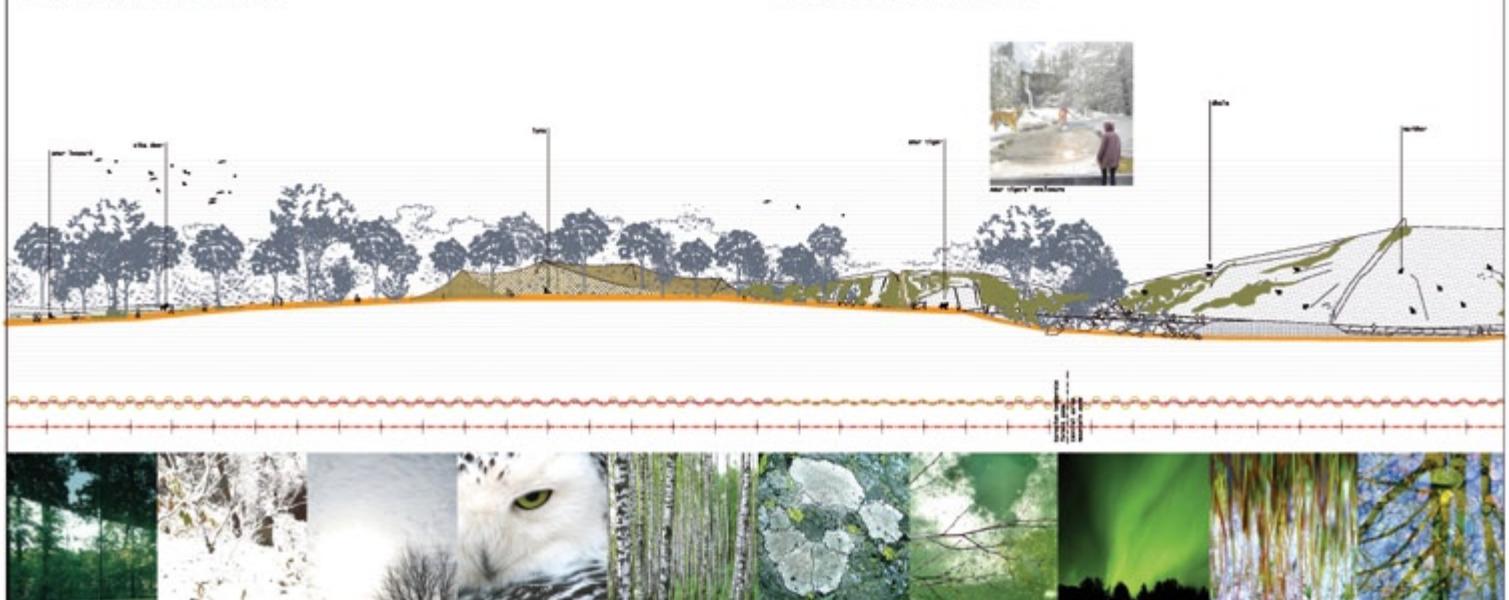
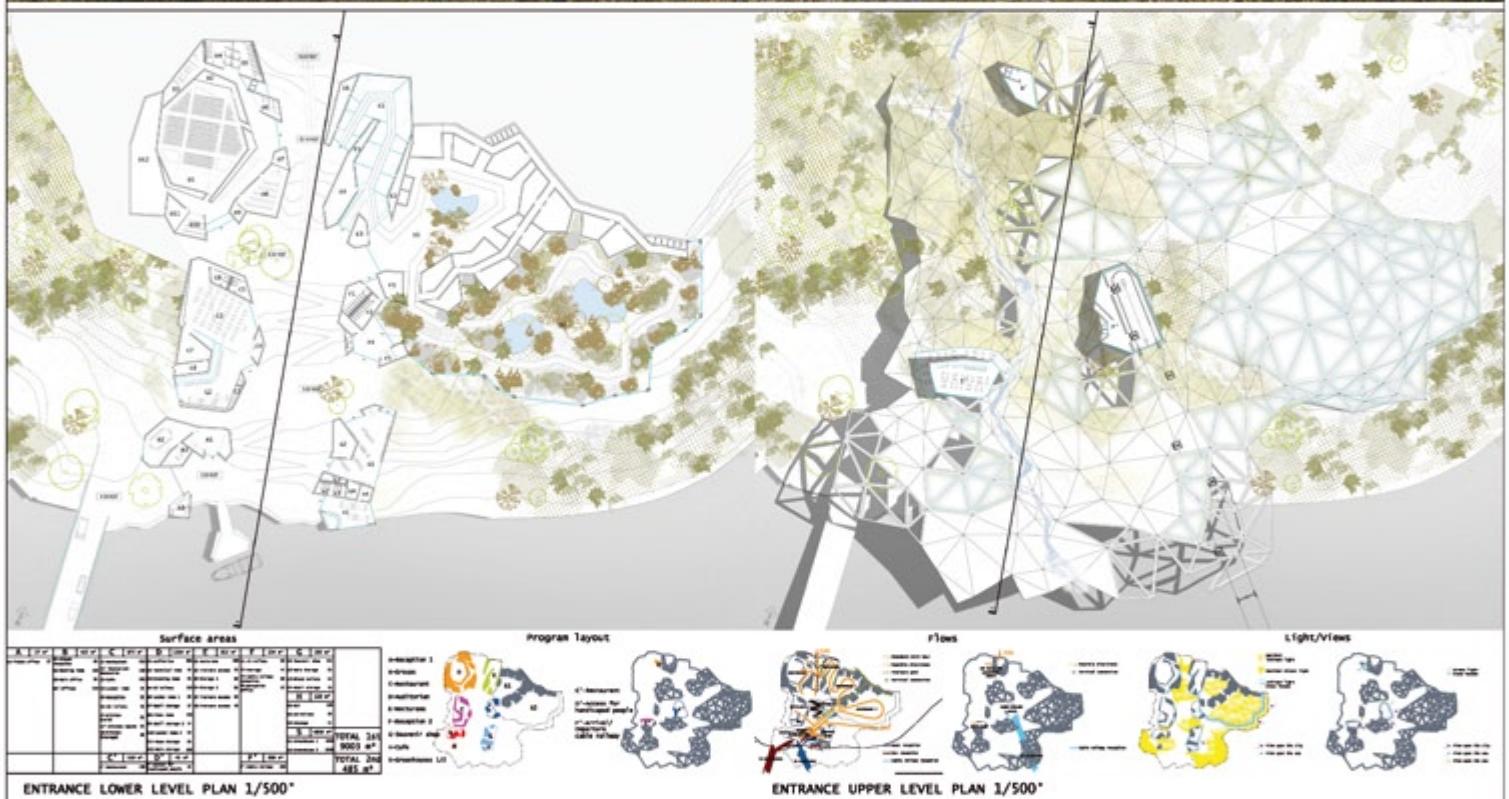
Seasonal alternatives of paths
ORGANIZATION

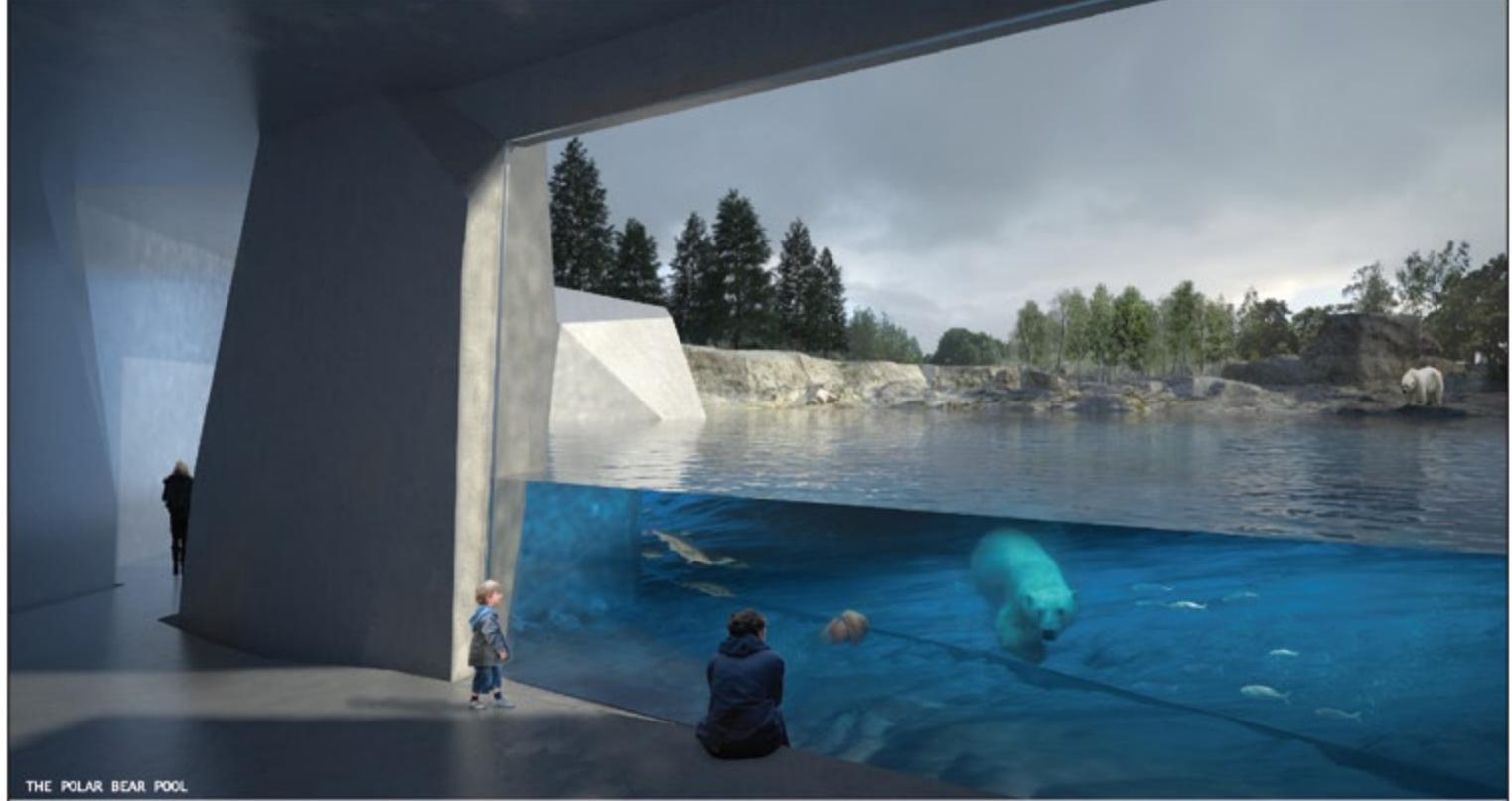




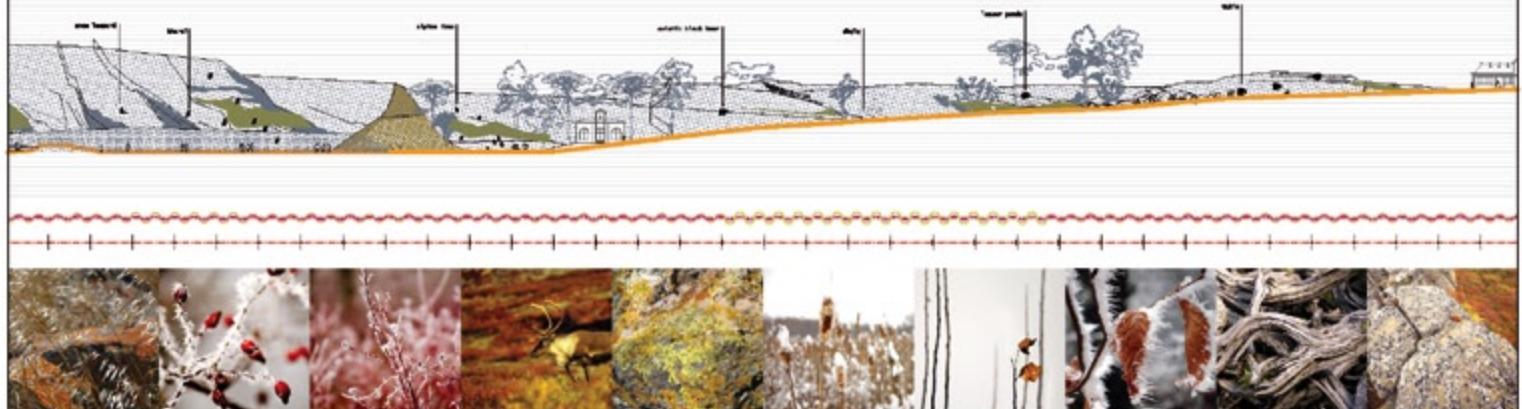


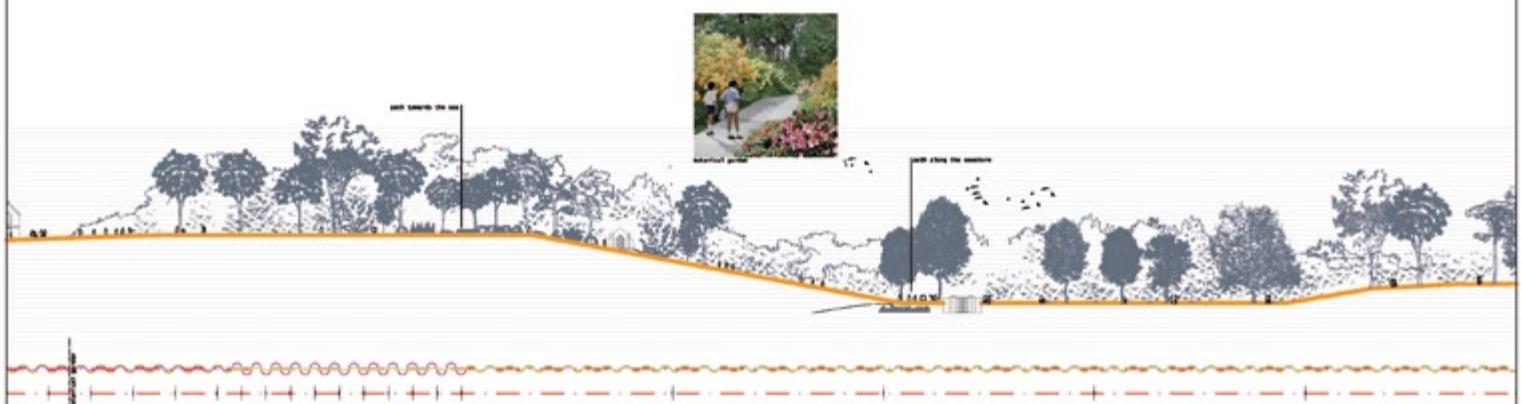
THE CENTRAL ASIAN STEPPE

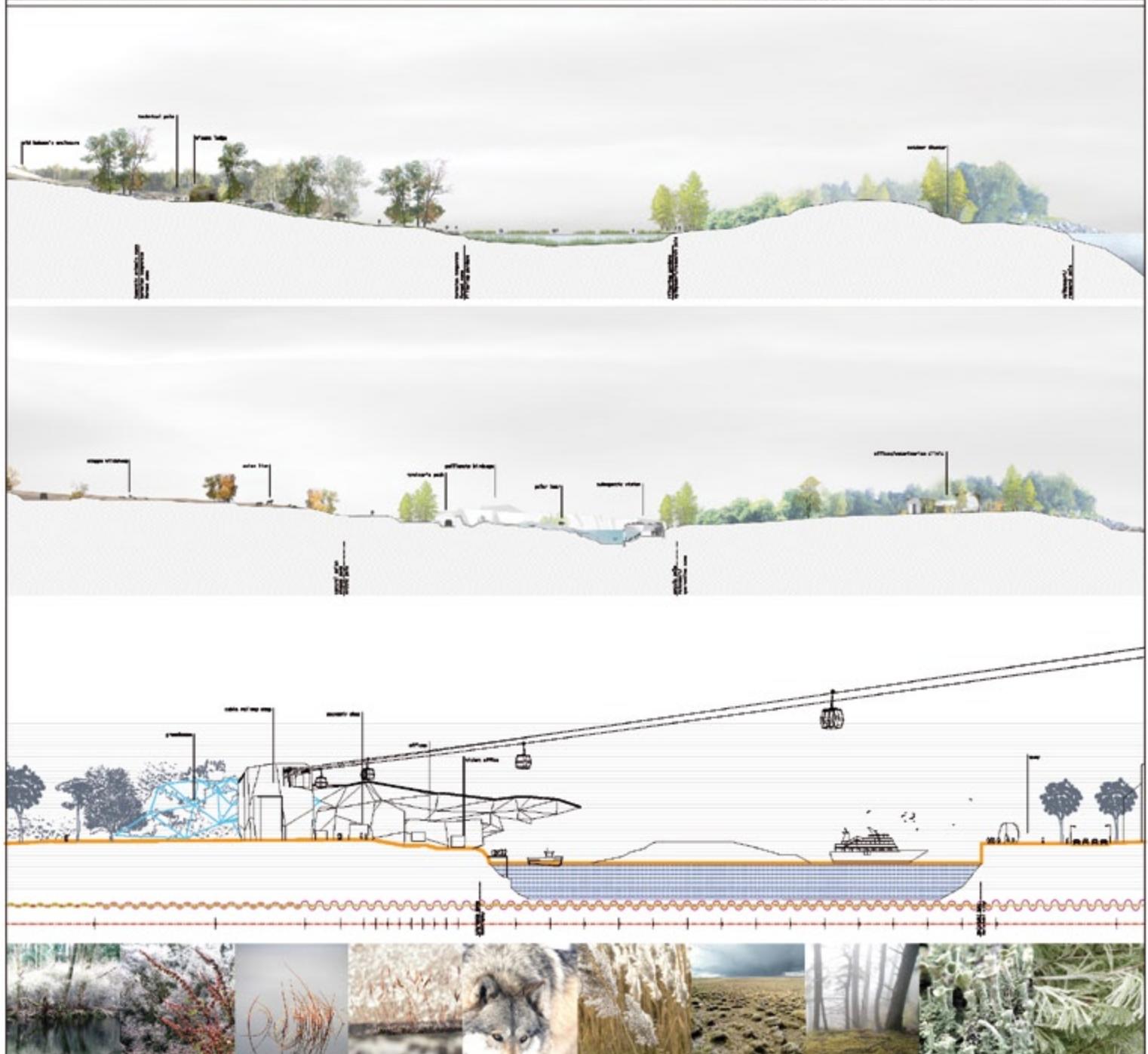




THE POLAR BEAR POOL







5.2 Proposal "Islands and Islands"

The proposal is quite traditional and careful, but follows the issues that are required in the work agenda very strictly, except for the public transport arrangements. The visitor viewpoint is emphasised instead of the architectonic viewpoint. The visitor route in the zoo has been planned very logically. The public is led around the zoo on a specific route that is carefully phased in the plan.

The proposal respects the current complete outline of the island and discreetly takes into consideration the varying terrain. However, the total division is fairly ordinary; the animal spaces have been added with "hotspots", play areas, and public service areas. Except for the formation of the steppe area, the landscape has been kept nearly as-is. One of the largest renewal actions in the proposal is a new tropical house and connected series of tunnel spaces showcasing the life of nocturnal animals. The new Amazonia house with subterranean spaces has been placed in connection to the current spaces. Its glass roof remains barely below the intact treetop line, so the island outlook remains as it was when viewed from a distance. The entrance to the tunnel network has been placed in the old Karhulinna [Bear Castle] that binds the macabre remains of the old structures into the new complex.

The proposal is based on one main route only. The route is carefully lined in the terrain, partly excavated in the basic level or placed up on panorama bridges. The route offers the visitor interesting view angles and is unhindered throughout. The service route has been separated from the main route skilfully by placing it into a different level or into a tunnel in the critical points. The proposal has turned entering the zoo into a full-scale event by also placing gate structures to Mustikkamaa and the Kalasatama [Fish Harbour] metro station. Modifying the current bridge to a more visitor-friendly version is justified.

The proposal concentrates on solving the problems in the current status, one at a time while maintaining the nature

and identity of Korkeasaari similar to what it was. In the plan, the zoo is well organised. Korkeasaari offers possibilities to spend free time, and the old national park tradition has been enlivened. The thin park zone in the shores keeps the general outlook of the island nearly in the current status. The biological cleaning sink of surface water has been placed in the strait next to Hylkysaari [Shipwreck Island] and is included as a part of the environmental programme for the zoo. The placement is good when considering collecting the waters from the south-side of the island.

The east-west park valley with its ponds and streams emphasises the value of the landscape in the national park era. The ideas for the current ferry shore as adventure play site and swimming beach completes the recreational use of the park surroundings in a modern way.

The current buildings have mainly been preserved and the new buildings indicated in the plan bring their own layer in the varying building base of Korkeasaari.

The proposal has not taken into consideration the tram line on the north side of the island. On the contrary, the Korkeasaari nature as a separate island has been particularly emphasised. The entryways to the island remain; a ferry and the Mustikkamaa bridge. The ferry pier has been moved next to the bridge.

The new entrance building has been placed in an excellent location from a landscape viewpoint, but the related open spaces seem to be confined in size. A modest building is subjected to a strong topography. A steep slope has defined the area of the open space. Modifying the terrain more strongly would have provided more space for the central gathering and orientation place. A new treatment of the north shore and the entrance area enable the laying out of the track next to the entrance area, but it has not been presented in the plan pictures. Instead, Mustikkamaa shows a new pedestrian bridge, which is against the Kalasatama [Fish harbour] area partial master plan.

The planning and locating of animal spaces has followed the guidelines that were given in the assignment fairly strictly. The work presents the use of subterranean space as animal showcase space, but it does not refine the theme. The cane-grass area has been planned for drainage water and the wetland animals. The enlargement of the tropic and subterranean showcase rooms to be built in connection with them seems realistic and implementable. However, placing the baboons on the roof of the building is somewhat surprising.

Re-using the old spaces as animal spaces is an interesting idea. These new ideas include e.g. using the small stone castle for the entrance of the subterranean and tropical space as well as using Karhulinna [Bear castle] for sea mammals. In addition, utilising the baboon castle for presenting birds is worth considering.

The work has paid attention to using Kalasatama [Fish Harbour] and Mustikkamaa in distributing information. The hotspots or the areas of the world containing the most species are a good starting point for a presentation of the species. The nature school and the Baltic Sea information centre has been placed in Hylkysaari [Shipwreck Island], but neither of them have been given any more thought.

The work offers a clear public route that has secondary routes as side tracks. Using the bridge and shore areas has been thought of from the recreational point of view. In addition, aquatic topics have been used skilfully. The themed playgrounds, picnic areas, and restaurants have been placed on different sides of the island and can be serviced through a tunnel network as well as aboveground routes.

5.2 Ehdotus "Islands and Islands"

The subterranean space and new tropical house add immersion displays that the zoo needs. Including the historical buildings and combining them into displays is clearly one of the most positive suggestions in the work. The current animal species have been utilised and the presented indoor spaces enable presenting the ecosystems given in the assignment.

As a whole, the proposal is functional and it includes many inventive solutions, but the environment it creates does not necessarily offer an unforgettable adventure or is not internationally exceptional and unique. The solutions are realistic, but very(excessively??) careful.

Ehdotus on melko perinteinen ja varovainen noudattaen kuitenkin hyvin tarkasti työohjelmassa vaadittuja asioita, joukkoliikennejärjestelyjä lukuun ottamatta. Arkkitehtonisen näkökulman sijaan painottuu kävijän näkökulma. Eläintarhassa kävijän reitti on suunniteltu hyvin loogisesti. Yleisö johdatetaan eläintarhan ympäri tiettyä reittiä pitkin, jonka jaksottuminen on suunniteltu huolellisesti.

Ehdotus kunnioittaa saaren nykyistä kokonaishahmoa ja huomioi hienovaraisesti pienipiirteisesti vaihtelevan maaston. Kokonaisjäsentely on kuitenkin melko tavanomainen; tarhoja on täydennetty "hotspotilla", leikkipaikoilla ja yleisöpalvelualueilla. Aroalueen muotoiltua maastoa lukuun ottamatta maisema on säilytetty lähes ennallaan. Ehdotuksen suurimpia uudistustoimenpiteitä on uusi trooppinen talo ja siihen liittyvä yöeläinten elämää esittelevä tunnelitilojen sarja. Uusi Amazonia-talo maanalaisine tiloinneen on sijoitettu nykyisten tilojen yhteyteen. Sen lasikatto jää juuri ja juuri puiston ehjän latvuslinjan alapuolelle, jolloin saaren ilme kaukomaisemassa säilyy entisellään. Sisäänkäynti tunneliverkostoon on sijoitettu vanhaan Karhulinnan, joka sitoo vanhan rakennuskannan makaaberin jäänteet osaksi uutta kokonaisuutta.

Ehdotus perustuu vain yhteen pääreittiin, joka on linjattu huolellisesti maastoon paikoin perustasoon kaivautuen tai ylös näköalasilloille sijoitettuna. Reitti tarjoilee kävijälle mielenkiintoisia katselukulmia ja on kauttaaltaan esteeton. Huoltoreitti on erotettu pääreitistä taitavasti sijoittamalla se kriittisissä kohdissa joko eri tasoon tai tunneliin. Ehdotuksessa on tehty eläintarhaan saapumisesta kokonaisvaltainen tapahtuma sijoittamalla porttirakennelmia myös Mustikkamaalle ja Kalasataman metroasemalle. Nykyisen sillan modifointi kävijäystävällisemmäksi on perusteltua.

Ehdotus keskittyy ratkaisemaan nykytilanteen ongelmat yksi kerrallaan säilyttäen kuitenkin Korkeasaaren luonteen ja identiteetin jokseenkin ennallaan. Suunnitelmassa eläintarha on hyvin organisoitu, Korkeasaari tarjoaa mahdollisuukset vapaa-ajanviettoon ja vanhaa kansanpuistoperinnettäkin on elvytetty. Ranto-

jen kapea puistovyöhyke säilyttää saaren yleisilmeen lähes nykyisellään. Pintavesien biologinen puhdistusallas on osoitettu Hylkysaaren väliseen salmeen ja otettu osaksi eläintarhan ympäristöohjelmaa. Sijoitus on hyvä ajatellen saaren eteläosien vesien keräämistä.

Itä-länsisuuntainen puistolaakso lampineen ja puroineen antaa arvon kansanpuistoajan maisemalle. Nykyisen lautarrannan ideointi seikkailuleikkipaikkana ja uimarantana täydentää puistoakselin virkistyskäyttöä modernilla tavalla.

Nykyiset rakennukset on pääosin säilytetyt ja suunnitelmassa osoitetut uudet rakennukset tuovat oman kerrostuman sa Korkeasaaren kirjavaan rakennuskantaan.

Ehdotuksessa ei ole huomioitu saaren pohjoisosaa sivuavaa raitiolinjaan. Päinvastoin Korkeasaaren luonnetta erillisenä saarena on haluttu erityisesti korostaan. Saaren saavutaan edelleen vain lautalla ja Mustikkamaan siltaa pitkin. Lautalaituri on siirretty sillan kupeeseen.

Uusi sisääntulorakennus on sijoitettu maisemallisesti oivalliseen paikkaan, mutta siihen liittyvät aukiot ovat mitoituksestaan ahtaan tuntuisia. Vaativat rakennus alistuu voimakkaalle topografialle. Jyrkkä rinne on määritellyt aukion rajaksen. Maaston voimakkampi muotoilu olisi antanut lisää tilaa keskeiselle kokoontumis- ja orientoitumispaikalle. Pohjoisreunan uusi käsittely ja sisääntuloloalue mahdollistavat radan linjausken sisääntuloalueutta sivuten, mutta sitä ei ole esitetty suunnitelmakuviissa. Sen sijaan Mustikkamaalta on esitetty uusi kävelysilta Kalasatamaan alueen osayleiskaavan vastaisesti.

Eläintilojen suunnittelussa ja sijoitussa on noudatettu varsin tarkkaan tehtävänannon yhteydessä annettuja suuntaviivoja. Työ esittelee maanalaisen tilan käyttöä eläinten näyttelytilana, mutta ei kuitenkaan jalosta teemaa edelleen. Ruovikkoalue on suunniteltu sekä hulevesille että kosteikon eläimille. Tropiikin laajennus ja sen yhteyteen rakennettava maanalainen osa näyttelytila vaikuttaa realistiselta ja toteuttamiskelpoiselta. Tosin paviaanien sijoittaminen rakennuksen katolle hieman hämmästyttää.

Vanhojen tilojen uusiokäyttö eläintiloja on mielenkiintoinen ajatus. Näitä uusia ideoita on mm. pienien kivilinnan käytäminen maanalaisen ja tropiikkililan sisääntuloon, sekä Karhulinan käyttö merinisäkkäille. Samoin paviaanilinnan hyödyntäminen lintujen esittelyyn on harkitseminen arvoista.

Työssä on kiinnitetty huomiota Kala-sataman ja Mustikkamaan käyttöön informaation jaossa. Hotspotit eli maailman lajirikkaat alueet lajiston esittelyn pohjana on hyvä lähtökohta. Luontokoulu ja Itämeri-infokeskus on sijoitettu Hylkysaareen, mutta kumpaakaan ei ole ideoitu pidemmälle.

Työ tarjoaa selkeää yleisöreitin, josta sekundaariset polut lähtevät sivujuonteina. Sillan käyttöä sekä ranta-alueita on mietitty virkistysnäkökulmasta, samoin vesiaiheita on käytetty taitavasti. Teemalaiset leikkipuistot, picnic-alueet ja ravintolat on sijoitettu eri puolille saarta, joita voidaan huolata sekä tunneliverkoston, että maan pinnalla kulkevien reittien kautta.

Maanalainen tila ja uusi trooppinen talo lisäävät immersionäytelyitä, joita eläintarhassa kaivataan. Historiallisten rakennusten mukaanotto ja yhdistäminen näyttelyksi on selkeästi työn positiivisinta antia. Nykyistä eläinlajistoa on hyödynnetty ja esitetty sisätilat mahdollistavat tehtävänannossa esitettyjen ekosysteemien esittelyn.

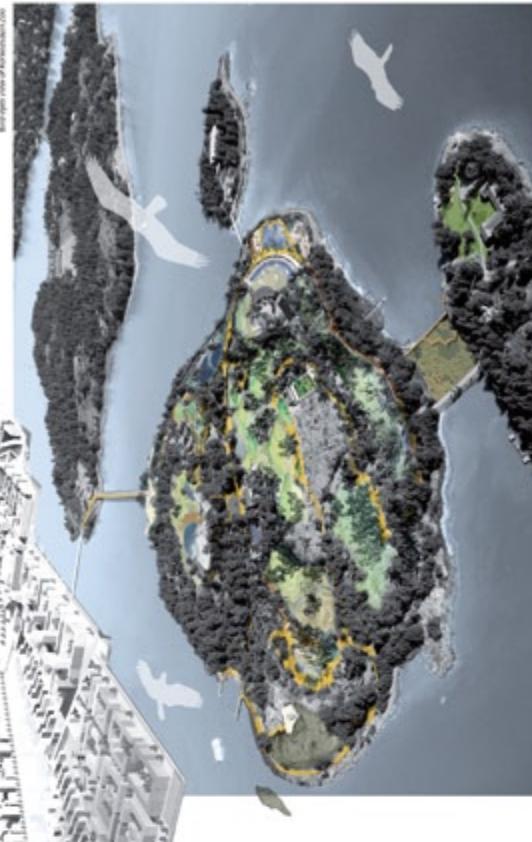
Ehdotus on kokonaisuutena toimiva ja se sisältää monia kekseliäitä ratkaisuja, mutta sen luoma ympäristö ei välttämättä tarjoa unohtumatonta seikkailua tai ole kansainvälisesti poikkeuksellinen ja uniikki. Ratkaisut ovat realistisia, mutta hyvin varovaisia.



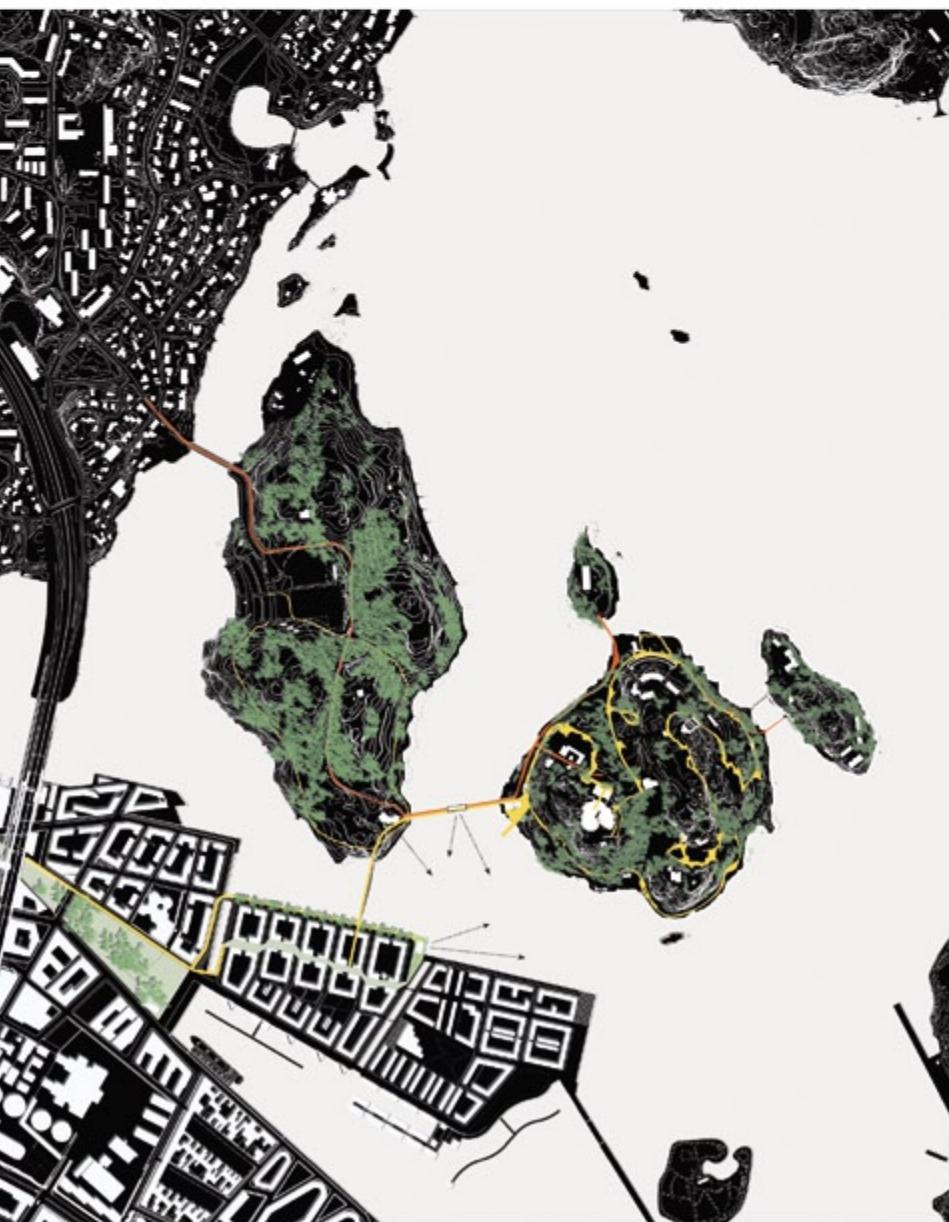
Current Muakha-Muakha bridge — an unique plastic space is enhanced with modern deck dynamics concrete finishing with Zeta anti-slip coating to make visitors excited. Because there is something new there muakha-ko room. The new Zeta deck on the right side of the bridge and the Zeta Mat on the left.



卷之三



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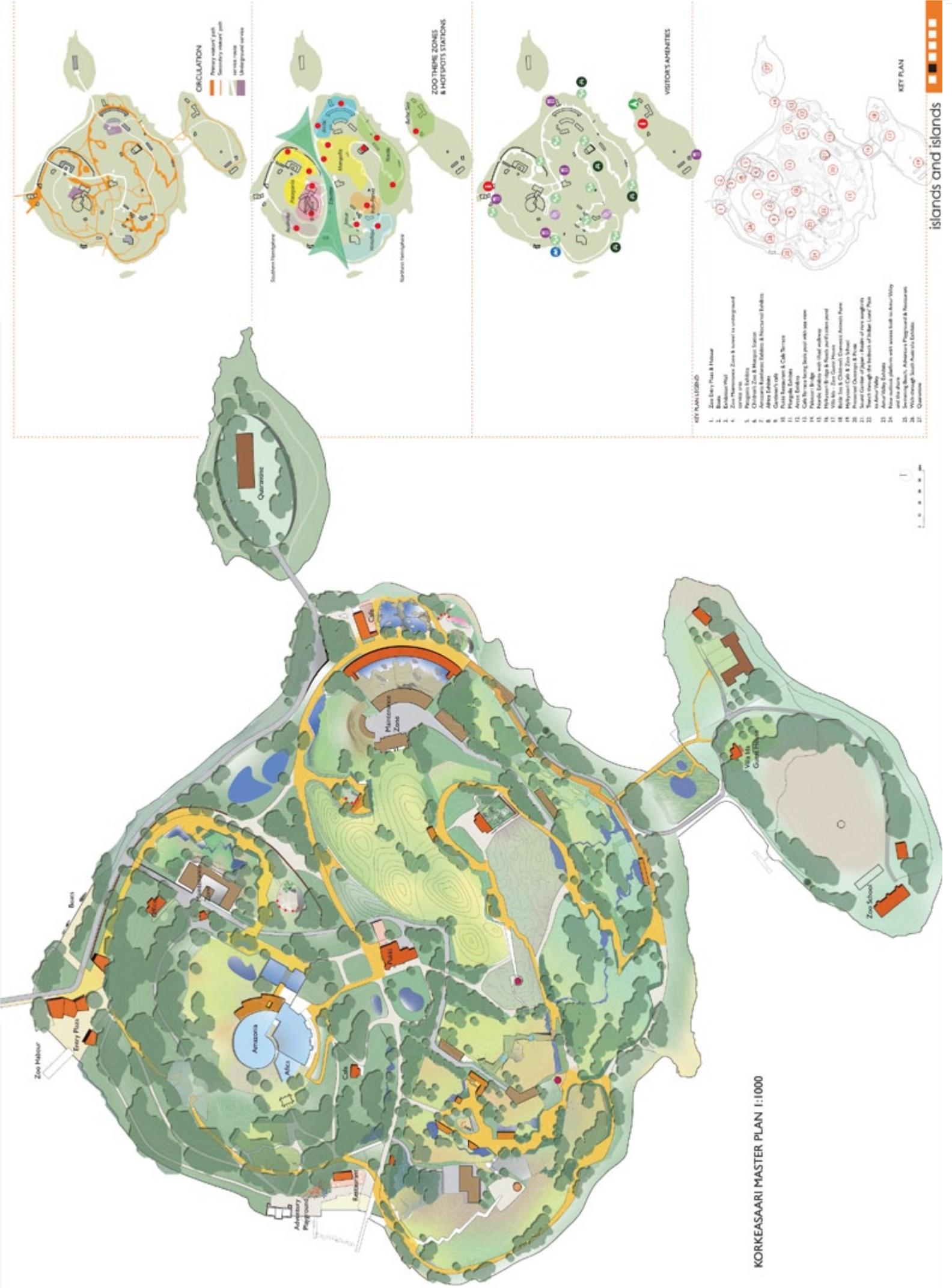
40000-CITY STRUCTURE
Cross: A multi-level bridge structure consisting of two vertical and one horizontal bridge piers. The vertical piers support a bridge deck, which connects to another bridge deck at the top. The horizontal pier supports a bridge deck, which connects to another bridge deck at the bottom. The bridge is supported by two vertical piers and one horizontal pier.

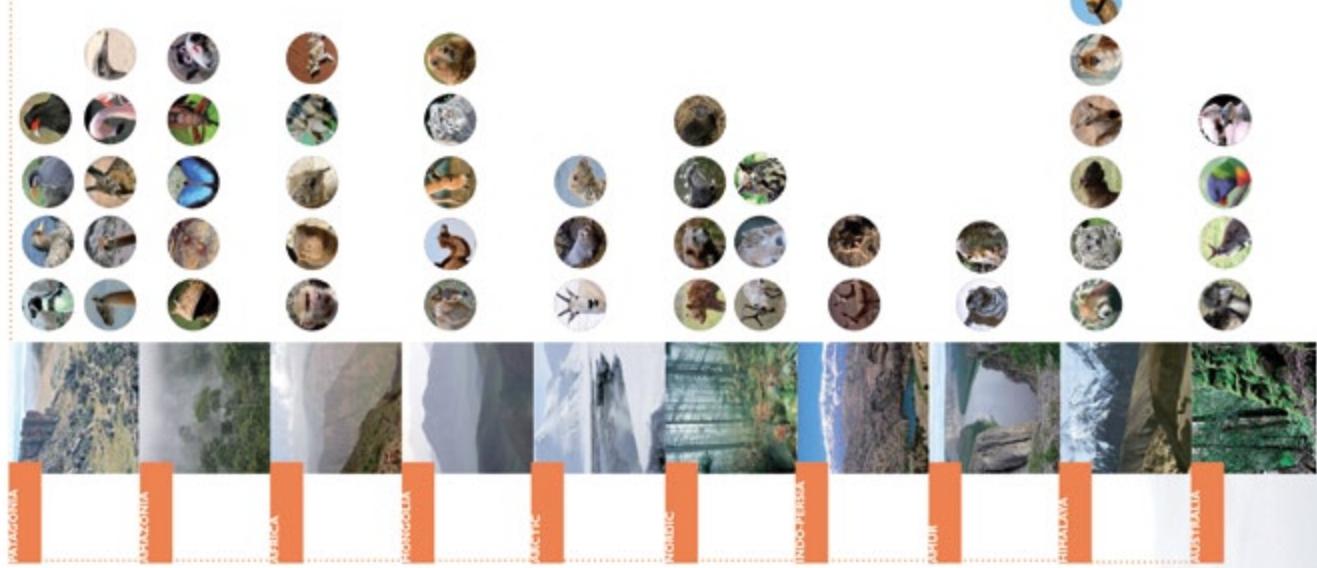


Niro Gun

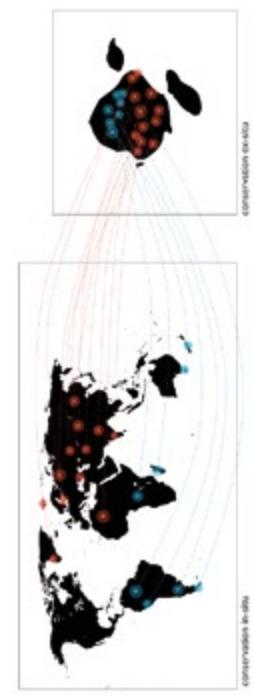
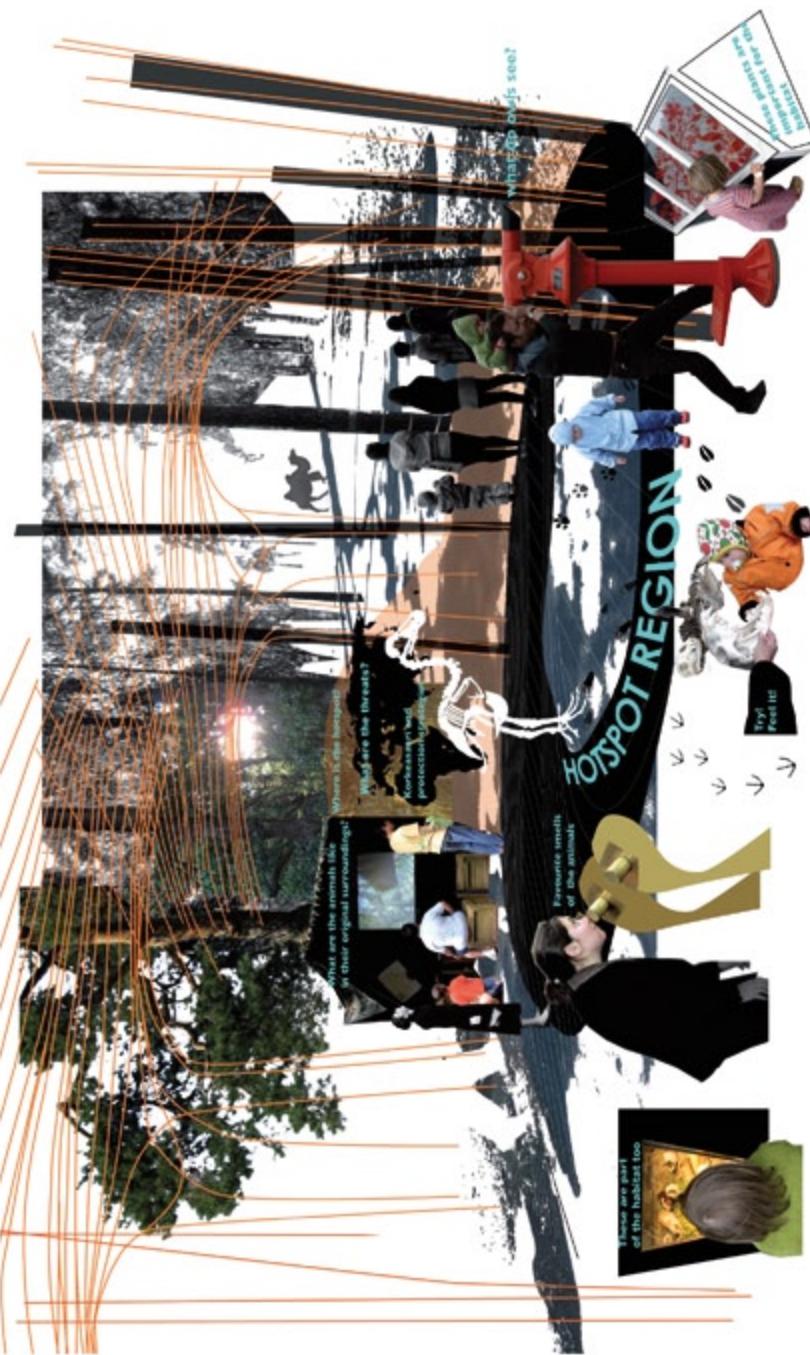


KORKEASAAARI ZOO IDEAS COMPETITION





islands and islands



POLY(2-CHLORO-1,3-PHENYLENE DIOXIDE)



Journal of Health Politics, Policy and Law

and the cost of false alarms (which challenges the stock managers).



卷之三

SECTION 8-8 | 200

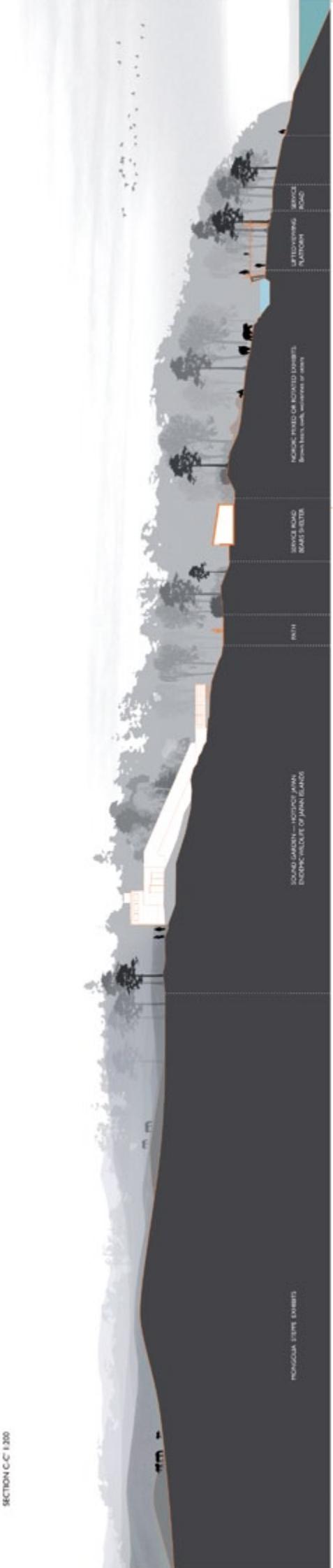
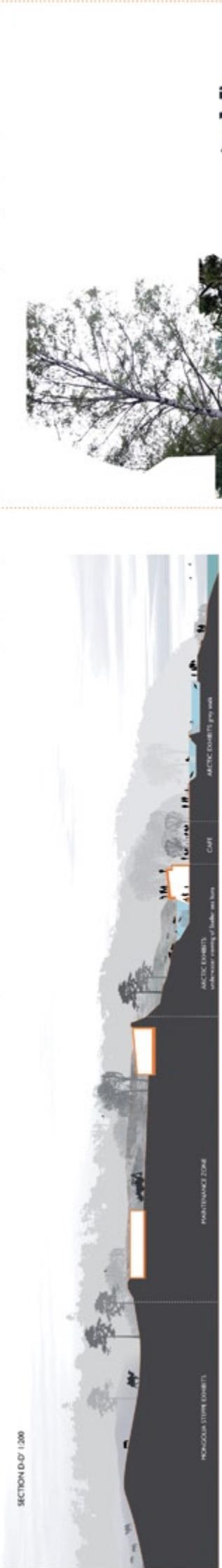
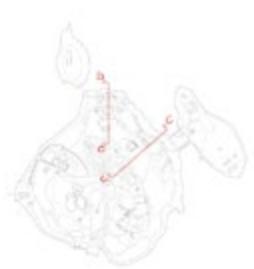
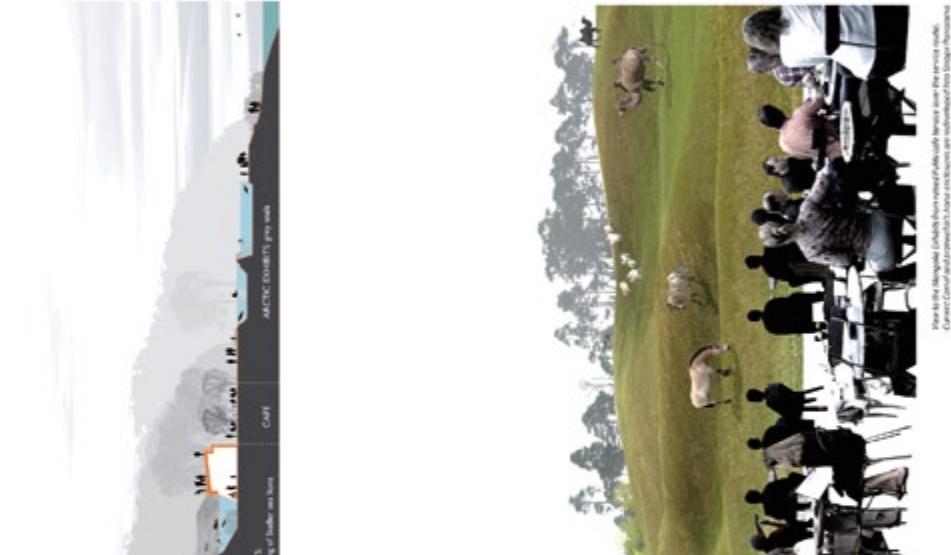


islands and islands

Note to Metric: Values show the effectiveness of different measures taken to reduce carbon emissions or reduce the carbon footprint of the event on the current climate envelope.

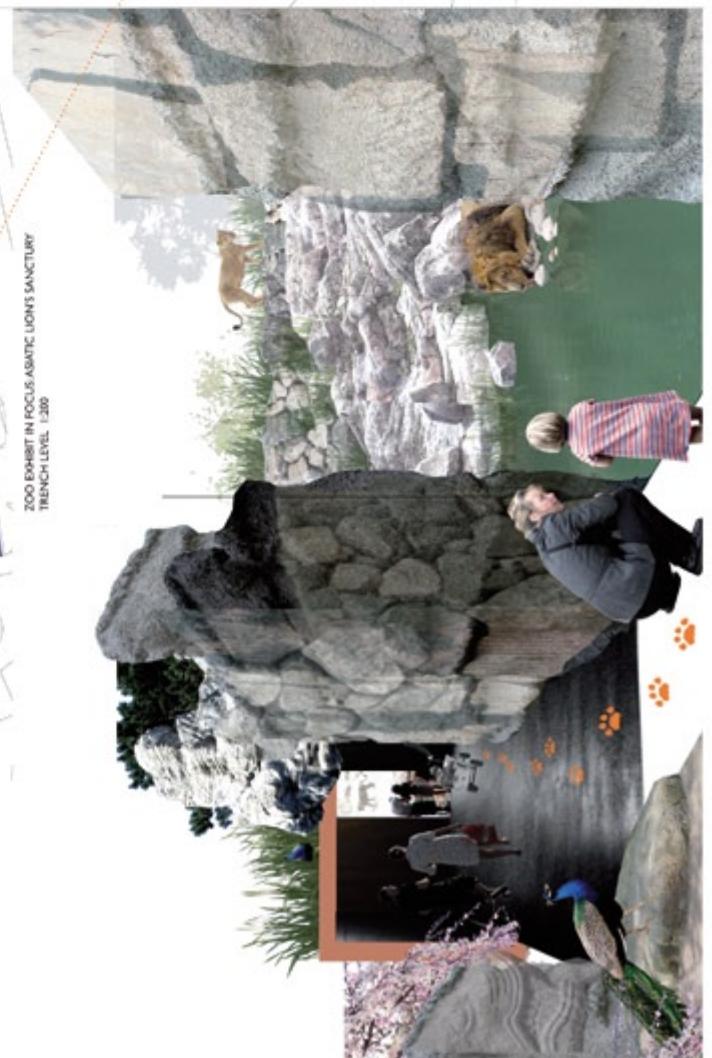
Source: All the figures in this section are estimates. Actual figures will vary from year to year.

Current carbon and greenhouse gas emissions are estimated from Sustech's Performance with other site conditions.



ZOO EXHIBIT IN FOCUS: ASIATIC LION'S SANCTUARY
PLAN 1:2000

Entry to the lion island with viewing platform and entrance gate leading after Werck.

ZOO EXHIBIT IN FOCUS: ASIATIC LION'S SANCTUARY
TRENCH LEVEL 1:200

5.3 Proposal "KOZOO"

The proposal approaches the planning assignment intellectually, playfully, and innovatively in handing the entire zoo concept. The spontaneity, curiosity, joy of learning, and versatility best describe the surroundings created by the proposal.

In the proposal, Korkeasaari zoo has been turned into an internationally known brand. The significance of the zoo in protecting the endangered species on earth and their habitats and biomass, in relaying information and teaching has been presented strongly. The information is relayed to the user through the web, books, brochures, and experiencing the physical environment itself. The starting point for the proposal is not so much the physical surroundings but more so the whole concept that has been used in the task. A macro cosmos as the one presented could be implemented in other kinds of environments. The value of the work lies specifically in its conceptual nature. Developing the zoo has been presented as a process that at the same time describes the constant change status of nature.

The zoo offers everyone an individual way to familiarise with the area. The zoo is entered in different ways and from different directions; different kinds of services, routes, learning and observation promoting things are available. The route network is formed of a gently winding main route that is very easily reached from any point. The learning tracks and off-track adventure paths separate from main route in the form of a star chart, leading to five observation towers. The calm promenade circling the island is completed with various routes that criss-cross around and offer an innovative route network supporting differentiating learning and instruction. For the most part, the passageways modelling constellations have been lifted from the ground as bridges. They form a network over the island that can be seen from between the trees also when viewed from a distance. Getting the lifted routes unhindered requires building long ramps.

Lining the off-track routes in the rugged rocky terrain is challenging in order to protect the sensitive vegetation from wearing.

The work illustrates a modern approach to instruction, based on interaction and the use of modern technology. An innovative visitor route has been presented where differentiated learning is possible for groups on a different level. The weak part of the proposal is that in a large part it remains only as a conceptual proposal and implementing the plan under the terms of the Korkeasaari landscape has been discussed only very lightly. As a thought, the possibilities offered by the island topography have been utilised, even though they have not been presented in detail or planned detailed enough. People move through the zoo not only aboveground on different routes but also under it in an extensive tunnel network excavated in the bedrock, as well as above the surface on bridges and in observation towers. Numerous different, exciting encounters are thus formed between the public and the animals.

The plan has defined locations for the new buildings, but has not presented their architecture in detail. The new buildings and structures bring their own layer into the versatile building base of Korkeasaari. Old buildings have been saved, so the general outlook of the island is kept rather layered and partly confusing as well. Except for creating the subterranean world, many of the suggested actions are fairly light, such as building observation towers and pedestrian bridges. The new buildings and structures have been located seemingly haphazardly around the island, but they have sought important scenery locations and high points in the terrain. Planting the new trees in the amount suggested clouds the spatial variation of the landscape. The rhythm between the open and woody sections disappears and a part of the significant sceneries is hidden. The species presented will not thrive in Finland throughout all parts.

The treatment of drainage water has been made an integral part of the plan and building the needed infrastructure has been suggested to service the entire island – not just for show.

There are altogether four entrances instead of just one suggested in the competition agenda. For both cost management and security, this is a major risk and the proposal does not satisfactorily cover the means by which the public and paid part of the zoo will be separated. The zoo is entered, in addition to the Mustikkamaa bridge, with small boats from the east, with a ferry from the west and through the Hylkysaari [Shipwreck Island] pier on a cruise ship. Due to the large amount of entrances, the plan was not able to present a solution for separating the public and paid park in a safe manner with sufficient supervision. The public space is emphasised much more than in the other works. This kind of separation between public and animal spaces with the presented species and the available surface area is not possible. The planning of shore routes has been paid attention commendably much.

Securing biomass theme remains thin and a little distant. Biodiversity must be a more important aim than securing biomass. The connection between adding an abundance of vegetation and opening the scenery and the spatial impression of the island remains open. The aquatic theme is the only one presented in more detail.

The subterranean space has been utilised both as a teaching facility and as a logistical route. Furthermore, a part of the staff member facilities is located underground. Utilising subterranean space may be the only possibility to widen the operation and increase the space available for use by the public. This also enables implementing the layers of time and cherishing the existing historical building base.

5.3 Ehdotus "KOZOO"

Ehdotus lähestyy suunnittelutehtävää älyllisesti, leikkisästi ja hyvin innovatiivisesti koko eläintarha-konseptin käsitelyssä. Spontaanius, uteliaisuus, oppimisen riemu ja monipuolisuuksia kuvaaavat parhaiten ehdotuksen luomaa ympäristötä.

Ehdotuksessa Korkeasaaren eläintarhasta on rakennettu kansainvälisti tunnettu brändi. Eläintarhan merkitys maapallon uhanalaisten lajien ja habitaattien sekä biomassan suojeleussa, tiedon välittämisessä ja opetuksessa on otettu voimakkaasti esille. Informaatio välittyy kävijälle netin, kirjojen, esitteiden sekä itse fyysisen ympäristön kokemisen kautta. Ehdotuksen lähtökohta ei ole niinkään fyysinen ympäristö kuin kokonaiskonsepti, jolla tehtävää on lähestytty. Esitetynlaisen makrokosmoksen voisi toteuttaa muuhunkin ympäristöön. Työn arvo on nimenomaan sen konseptualisuudesta. Eläintarhan kehittäminen on esitetty prosessina, joka samalla kuvaa luonnon omaa jatkuvaan muutostilaan.

Eläintarha tarjoaa jokaiselle yksilöllisen tavan tutustua alueeseen. Eläintarhaan saavutaan eri tavoin ja eri suunnista, tarjolla on erilaisia palveluja, reittejä, oppimista ja havainnointia edistäviä asioita. Reittiverkosto muodostuu loivasesti kaartelevasta pääreitistä, joka on kauttaaltaan helposti saavutettava. Pääreitistä erkannevät tähtikartan muotoon asetut ovat oppimisen polut ja off-track seikkailupolut, jotka johtavat viidelle näkötornille. Rauhallinen saarta kiertävä kävelytie täydentyy runsailla erilaisilla reiteillä, jotka risteilevät ympäriinsä ja tarjoavat innovatiivisen, eriyttävää opetusta ja valistusta tukevan reitistön. Tähtikuvioita jäljittelevät käytävät on pääosin nostettu siltoina ylös maastosta. Ne muodostavat saaren ylle verkoston, joka näkyy ainakin puiston lomasta myös kaukomaisemassa. Nostettujen reittien saaminen esteettömäksi edellyttää pitkien ramppien rakentamista. Off-track -reittiin linjaamisen katuun kalliomaastoon on haastavaa, jotta äärevien alueiden arka kasvillisuus säilyy kulutuksetta.

Työssä kuvastuu moderni ote valistustoimintaan, joka perustuu vuorovaikutukseen ja moderniin teknologian käyttöön.

On esitetty innovatiivinen kävijäreitti, jolla kulkissa eritasoisille ryhmille eriytetty oppiminen on mahdollista. Ehdotuksen heikkous on siinä, että se jää suuresta määrin pelkästään konseptuaaliseksi ja suunnitelman toteuttaminen Korkeasaaren maiseman ehdolla on käsitelty hyvin kevyesti. Ajatuksena saaren topografian tarjoamat mahdollisuudet on hyödynnetty vaikka niitä ei ole tarkasti esitetty tai viety suunnittelussa riittävällä tarkkuudelle. Eläintarhassa liikutaan paitsi maan pinnalla erilaisilla reiteillä, myös sen alla laajassa peruskallioon louhitussa tunneliverkostossa ja pinnan yläpuolella silloilla ja näkötorneissa. Yleisön ja eläinten välille muodostuu näin lukematton määärä erilaisia jännittäviä kohtaamisia.

Suunnitelmassa on määritetty uusille rakennuksille paikat, mutta niiden arkitehtuurin ei ole paneuduttu. Uudet rakennukset ja rakennelmat tuovat oman kerrostumansa Korkeasaaren hyvin monimuotoiseen rakennuskantaan. Vanhoja rakennuksia on säädettävä, joten saaren yleisilme säilyy hyvin kerroksellisena ja osittain sekavanakin. Maanalaisen maailman luomista lukuun ottamatta monet ehdotetut toimenpiteet ovat melko kevyitä, kuten näkötorneiden ja kävelysiltojen rakentaminen. Uudisrakennukset ja rakenneet on sijoitettu näennäisen sattumanvaraisesti ympäri saarta, mutta ne ovat kuitenkin etsivätyneet tärkeille näkymäpaikoille ja maaston kohokohtiin. Uusien puuistutusten toteuttaminen ehdotetussa määrin hämärtää maiseman tilallisen vaihtelon. Avoimien ja puustoisten osien välinen rytmikatoaa ja osa merkittävästä näkymistä peittyy. Esitetty lajisto ei kaikilla osin menesty Suomessa.

Hulevesien käsittely on otettu olennaiseksi osaksi suunnitelmaa ja sen tarvitsemien infrastruktuurin rakentaminen on esitetty rakennettavaksi koko saarta palvelevaksi - ei vain näytösluonteisesti.

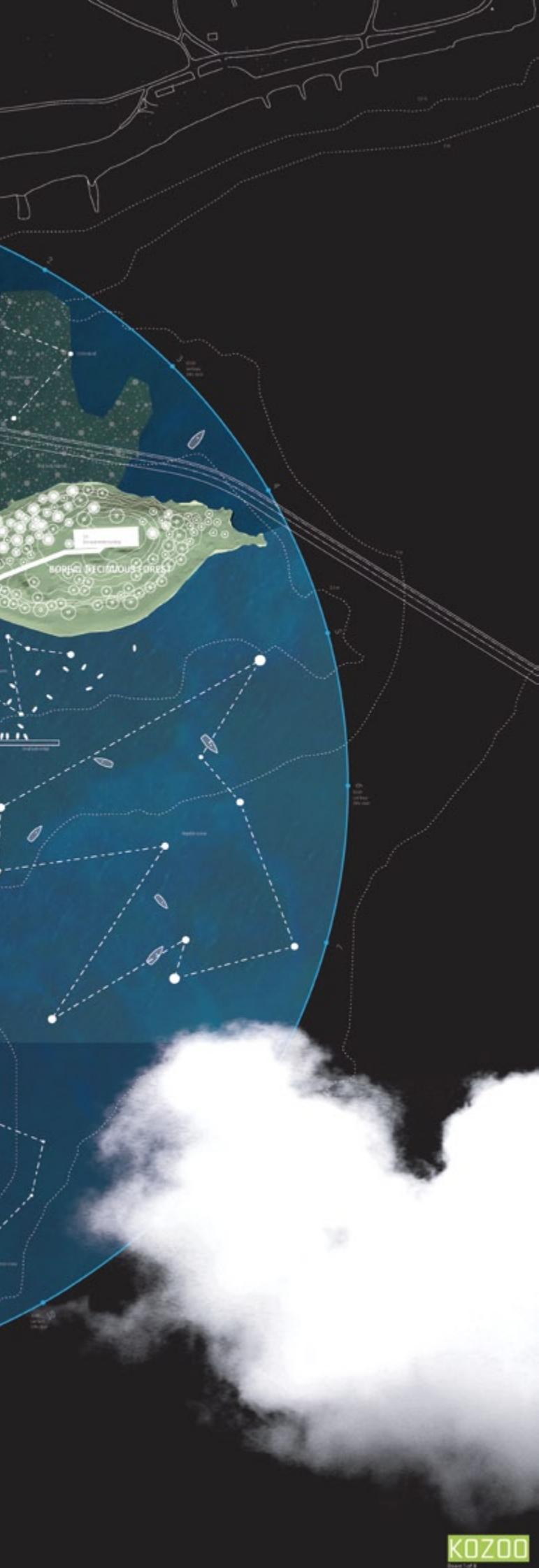
Sisäänsäkyntejä on kaikkiaan neljä kilpailuohjelmassa ehdotetun yhden sisäänsäkyynnin sijasta. Tämä on kulunhallinnan ja turvallisuuden kannalta suuri riski eikä ehdotuksessa ole selvitetty tyydyttävällä tavalla keinoja, joilla eläintarhan julkinen ja maksullinen puoli erotetaan toisistaan. Eläintarhaan saavutaan Mustik-

kamaan sillan lisäksi pienveneillä idästä, lautalla lännestä ja Hylkysaaren laiturin kautta risteilyaluksella. Sisäänsäkyntien suuren määren takia julkisen ja maksullisen puiston erottamista toisistaan turvalisella ja valvonnan kannalta riittävällä tavalla ei ole pystytty ratkaisemaan. Julkinen tila korostuu paljon enemmän, kuin muissa töissä. Tällaisen julkisen- ja eläintilojen välisen rajaamisen toteuttaminen ei esityyllä lajeilla ja käytettävässä olevalla pinta-alalla ole mahdollista. Rantareitten suunnittelun kiinnitetyt kiitettävän paljon huomiota.

Securing biomass -teema jää ohueksi ja vähän kaukaiseksi. Biodiversiteetti lienee biomassan suojeleua tärkeämpi pyrkimys. Kasvillisuuden runsaan lisäämisen yhteys näkymien avaamiseen ja saaren tilalliseen vaikutelmaan jää avoimeksi. Vesiteema on ainoa, jonka esillepanoon on perehdytty enemmän.

Maanalaisista tiloista hyödynnetty sekä opetustiloina että logistisina reitteinä. Myös osa henkilökunnan tiloista sijoittuu maan alle. Maanalaisen tilan käyttöönotto saattaa olla ainoa mahdollisuus laajentaa toimintaa ja lisätä yleisön käytössä olevan tilan määrää. Näin voidaan toteuttaa myös ajallinen kerrostuneisuus ja vaalia olemassa olevaa historiallista rakennuskantaa.







KOZOO

New Korkeasaari Zoo

kozoo.info



A COLLECTION OF BIOMASS

KOZOO - the new Korkeasaari Zoo - is a microcosm inscribed in a circle. Everything taking place within this circle focuses on the protection of not only animals, but biomass in a broader sense. Everything extinctable.

The world's biomass is deteriorating. We should fight this development, on every scale. In order to do so, we not only propose to create habitats which optimize the welfare of the animals and secure the life of actual species. Protecting wildlife today is more than a question of preservation. It starts with creating awareness amongst people of the importance of a complex and biologically rich world. KOZOO establishes this notion of the world by offering a unique experience, where visitors enters a magical compound of animals, plants, earth and the structure of the stars, altogether forming a small universe in itself.

KOZOO brings vitality to the old zoo. New shapes, new colours, and new intensities. It comprises the intense experience of Finnish nature and animal life along with functioning as amusement park and as recreational landscape invested with opportunities of investigation and curiosity, of the exotic and the magical.

day of intense experience and learning at the Korkeasaari Island. Our mission is to support an individual experience comprising different knowledge levels including information, pedagogy and research within one clear and recognizable framework. Thus the habitats, landscapes and infrastructure along with a strong line of communication form the KOZOO programme and its goal of securing small amounts of biomass on all levels.

Stir up the Zoo

The design of KOZOO reinterprets the creation of the universe. Essentially different but simple things are put together, react on one another, and something new and unexpected is created. As time passes new reactions between people, materials and weather take place on the site, as nursing, wear and test, and the influence of weather contributes to the ongoing process of change.

KOZOO is equally surprising. Organizing physical matter within a spatial context and then waiting to see what happens - thus allowing for unforeseen coincidences - is the starting point of the new restructuring of the zoo. Working this way means that an unlimited number of experiences are created, not a static image. How physical matter, including fauna, flora and the elements, affects those visiting and experiencing KOZOO is exactly what engages people. Spatially, in passing through and around the landscapes, and in terms of time as experienced in the immediate and slower changes of the place making each visit a new experience different from your last one.

KOZOO brings vitality to the old zoo. New shapes, new colours, and new intensities. It comprises the intense experience of Finnish nature and animal life along with functioning as amusement park and as recreational landscape invested with opportunities of investigation and curiosity, of the exotic and the magical.

Walk the zonobiome

KOZOO is organized into different zonobiomes - inspired by the earth's different ecological climatic zones. Each of these contains animals and plants from the same climatically uniform environment within the geosphere, such as the moist deciduous fern forest or the dry and rocky highland sheep. The zonobiomes are penetrated by a system of paths. Walking through the zoo is thereby an experience of crossing from zonobione to zonobione, whilst receiving ever-changing experiences of animals and plants in different combinations. The paths are semi-bordered between areas within a zonobione. Existing plantation is integrated in the zonobiomes while supplemented by plantation which supports the character of each zonobione with reference to the usual habitat of each animal. All elements are layered in an obviously artificial, but friendly ecosystem.

Learn more

KOZOO is an experiential class room, where learning is possible at all levels. Research has shown that in order to communicate and actually inform people today, the option of making individual choices, assembling your own curriculum so to say, what really motivates new recognition. Individual drive and interest should be the starting point for all communication connected with KOZOO. A spatial design based on flexibility towards the physical movements and experiences of the visitors is provided to support this personal learning process. KOZOO is unpredictable, exactly as an ecosystem with an infinite number of constellations and interactions between visitors and animals, visitors and plants, and amongst visitors.

KOZOO offers different ways of achieving information based on the impulse of the visitor. Each visit to the zoo is an eclectic process, organized by and for the visitors as a tour through your own private cabinet of wonders. Delivery of information takes place on these premises, supporting

and fulfilling the expectations of the individual, depending on your preferences - exactly as a life-size search engine. Information is gathered, interpreted and stored, in a process strongly encouraged by the meeting between nature and man.

New routes - new routines

KOZOO is experienced in a million ways. You receive information about your surroundings on every spot. In this sense KOZOO is truly an eye-opener. All experiences can be seen as a possibility of gathering information. The differentiation lies within the kind of information you will get and in which form it is communicated: The paths are divided into three different types. Each type is strictly attached to a certain type of information and experience, but the routes can easily be combined, when visitors circulate through the landscape.

Promenades

As a romantic serpentine these paths offer a peaceful and easily accessible way, an overall smooth route, which also accommodates service functions. It is based on the existing path system across the islands and offers a calm space of pausing between the wonders of the zoo, providing as little direct information as possible whilst allowing visitors to reflect on their surroundings or quickly getting from one place to another when necessary.

Constellations

These systems are inspired by the heavenly constellations, integrated in the landscapes as organized routes of experiences within each zonobione. The constellations present the most intense level of information, leading the visitor from one intensive spot to another in a curated high impact system of pure learning. The paths immerse in the landscape and the animal enclosures are spatially determined by the intention of providing the highest level of information, often visitors are led to the specific constellations. The info points are physical objects, which allows visitors

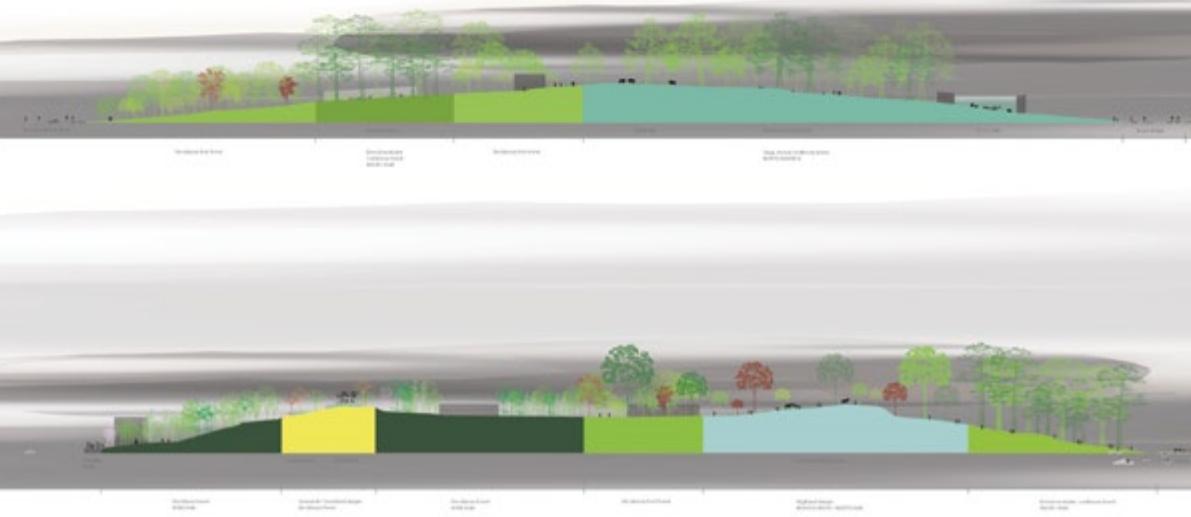
est level of information, often visitors are led to the specific constellations. The info points are physical objects, which allows visitors

Off track

The promenade routes through visual experience, a highly unique through condensation, often provides direct human brain, configuration, through the landscape.

The three types

are able to which supports systems either able to move actual visit. At with recommended ZOO website: conditions, or with new struc-





[View towards Pukki](#)

est level of learning as possible, 234 specie info points along the route inform visitors on what to see and experience in the zoobiospheres regarding the specific collection of animals and plants that each zoobiosphere houses. The info points – containing digital equipment, GPS, screens or displays of physical objects – are part of a state-of-the-art interactive system which allows visitors to design their own special experience of the zoo.

Off tracks

The promenade can be combined with small and barely visible off track routes through the grounds. These tracks provide for a completely individual experience, unpredictable as when surfing the internet, resulting in a highly unique, but fragmented experience of random, exciting knowledge through zoobiospheres and follies. The off tracks pass through rougher terrain, often putting a little more physical strain on the visitor's body. This relates directly to the fact that physical activities add more energy to the human brain, making it easier to concentrate and thereby learn. Spatial configurations thereby directly support a high level of information scattered along the off tracks.

The three types of routes combine in an infinite number of ways. Visitors are able to act upon, interpret and use their surroundings in manners which support the learning process. As visitors are equipped with GPS-systems either as a separate device or through their mobile phones, you are able to map and manipulate your own route, either before or during your actual visit. At home you can print it or email it to friends or relatives along with recommendations, comments or information collected from the KOZOO website. Why not try exactly the same route, but in different weather conditions, or during another season, maybe backwards or in combination with new attractions? The possibilities for new learning, game playing and mapping are endless. One visit to KOZOO is never enough.

Urban uplifting

The KOZOO programme optimizes the connection between the islands of the Korkeasaari Zoo and the rest of Helsinki, tying together the zoo and the city. By offering new public recreational amenities KOZOO supports the urban upgrading and gentrification which already takes place around the Hesikari harbour. The zoo is accessible from all corners of the world via boat, public bus, by foot, bicycle or train, the latter situated at the northern edge of the island in order not to cut the zoo in halves. Part of the KOZOO vision is also to make the zoo more accessible from the waterfront, employing the water as a genuine asset including a Baltic theme and connected with maritime activities.

20% of the area will serve public recreational functions, demarcated by a smooth control system, which minimizes the amount of fencing. A new public beach, also accessible by boat from the south, connects with amenities such as the hotel, restaurant and other facilities optimizing the public sphere and laying out a base for a commercial growth, which will finally support the KOZOO research and information programmes.

Global impact

KOZOO is not only an investment on a local or even national scale. Applying the suggested means in a massive upgrading of the Korkeasaari Zoo will create a global exposure of the zoo and contribute to the global awareness of biomass protection and communication. KOZOO thus becomes a cornerstone of research and knowledge of biomass and sustainability based on its rich collections. An investment in a future international power centre in the heart of Helsinki, but not least an investment in sustaining the viable world we live in.

Read more about KOZOO at www.kozoo.info



Conceptual section latitude 1:1.000



Conceptual section longitude 1:1.000

KOZOO

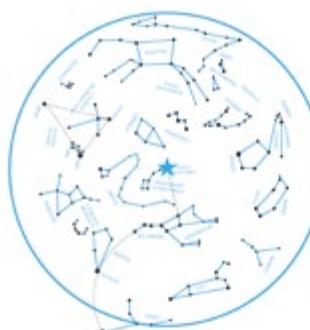
Konceptual levels



New Kõrkeasaari ZOO
We propose Kozoo as a new international brand, creating a state-of-the-art communication to tell the whole wide world about a state-of-the-art vision!



Biomassive
A priceless collection of biomass. Kozoo not only preserves animals, but is engaged in the entire spectrum of everything extensible.



Northern hemisphere
We want to bring the magic back into Kõrkeasaari, the same way the stars always has been a wonderful mix of equal amounts of science and magic.



Activities all around the clock

Just in time! Activities all around the clock!

Physical levels



18 zonobiomes
Each containing animals and plants from the same climatically uniform environment within the geosphere.



20 constellations
Each constellation houses a curated programme of learning and experiencing.

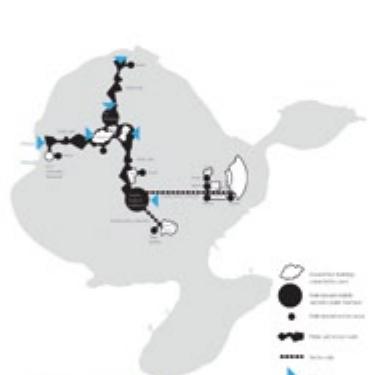
Diagrams



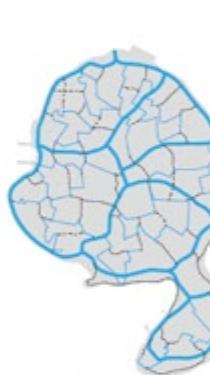
Access
Kozoo is open to every corner of the world. You arrive by almost any means of transportation. Even submarines are welcome!



Buildings
The zoo as collector of high-end architecture. Not high-end in terms of cost but in terms of originality!



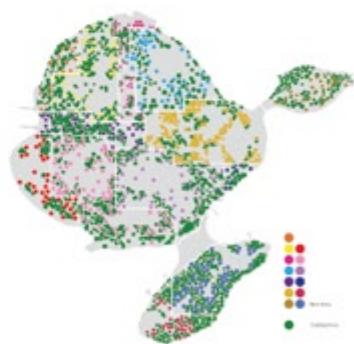
Underground exhibits
Experience life in a network of caves embedded under the bedrock! The tunnels accessible for visitors are concentrated from mid to northeast of the island. The system could also facilitate service traffic to and from labour intensive buildings on the island.



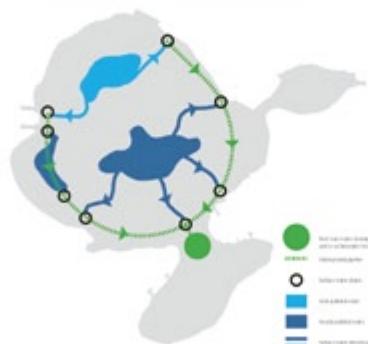
Infrastructure
Paths are divided into three different types. Each type kind of information and experience, but combines entirely based on a renovation and enhancement of the



Habitats
New and exiting enclosures adapted and upgraded to the needs of each animal and integrated within the zonobiome.



Biodiversity
Existing trees are mixed with a large variety of new species supporting the appearance of each zonobiome. We aim to preserve 85 % of the existing trees and enhancing the biodiversity with an additional 75-1300 new trees.



Water-ecology
A system of sustainable water treatment hegemonizes the landscape amenities. The new beach will actually also be a rain-zone cleaning system, where surface water is treated, and stored for watering and service.



Public optimization
To the north a green public zone accessible by the public south a maritime public zone accessible from the northern programmes attach to the recreational facilities.

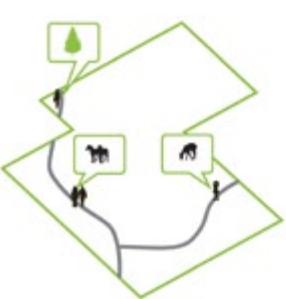
Walk the Zonobiome



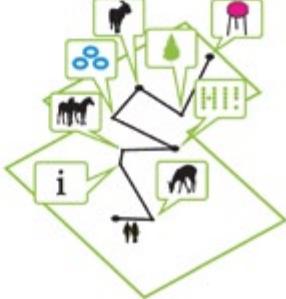
Components
Each zonobiome contains biomass from the same climatically uniform environment within the geosphere. Kozoo is an experience of crossing from zonobiome to zonobiome, whilst recovering ever changing experiences of animals and plants in different combinations.



Landscape
Existing landscape amenities are upgraded through a supply of biomass.

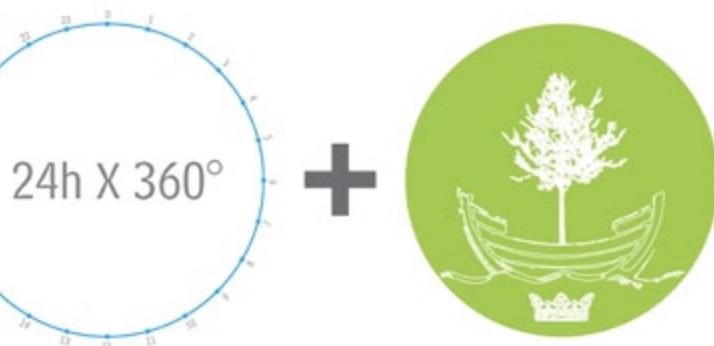


Promenades
Promenades provide a peaceful and easily accessible way whilst also accessing service functions. Promenades offer calm spaces of staying along with a selection of direct information.



Constellations
Organized routes of experiences within each zonobiome. The constellations present the most intense level of information, leading the visitor from one interactive info point to another.

Off track
Open and bold for a complete

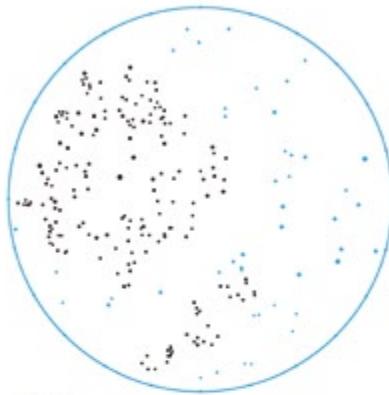


24h X 360°



is all around the clock!
Activities all around the clock, 24 hours a day. KOZOO never sleeps.

Vitalize Helsinki
KOZOO is not only a local brand but raises the bar to new international standards on sustainability, animal welfare, biomass research and climate actions.



234 stars
Each of these info points, containing wonderful experiences, digital equipment, displays of physical objects and recreational hotspots, are part of an interactive system which allows visitors to design their own special experience in the zoo.



Three different types. Each type is strictly attached to a certain experience, but combines easily. The Promenades are almost a renovation and enhancement of the existing infrastructure.



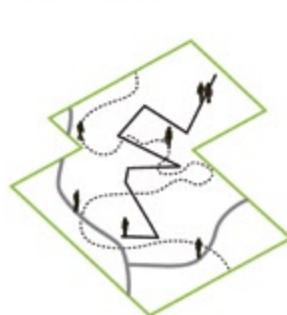
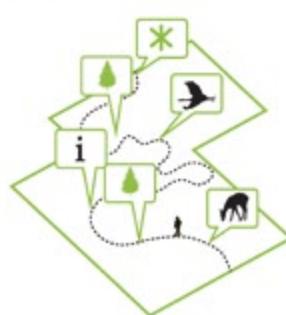
Process
The biome fractal grid is a convenient and easy way to plan the forthcoming realization of KOZOO. We propose starting with one major area, for example Amur/Visa that would catalyze the process. Also, one public accessible area should be initiated to further the integration of KOZOO as part of Helsinki's new urban fabric.



Shoreline
Public zone accessible by the public boat, by train or car. To the zone accessible from the water side. New commercial premises and recreational facilities.



Shoreline
The island shore will be re-established to the conditions of its original rocky soil and vegetation. The control of surface water will minimize erosion, and secure future consistency after the rehabilitation of shoreline biotopes.



Off tracks
Small and briefly visible routes through the grounds. The off tracks provide for a completely individual experience, unpredictable as when surfing the internet.

Endless combinations

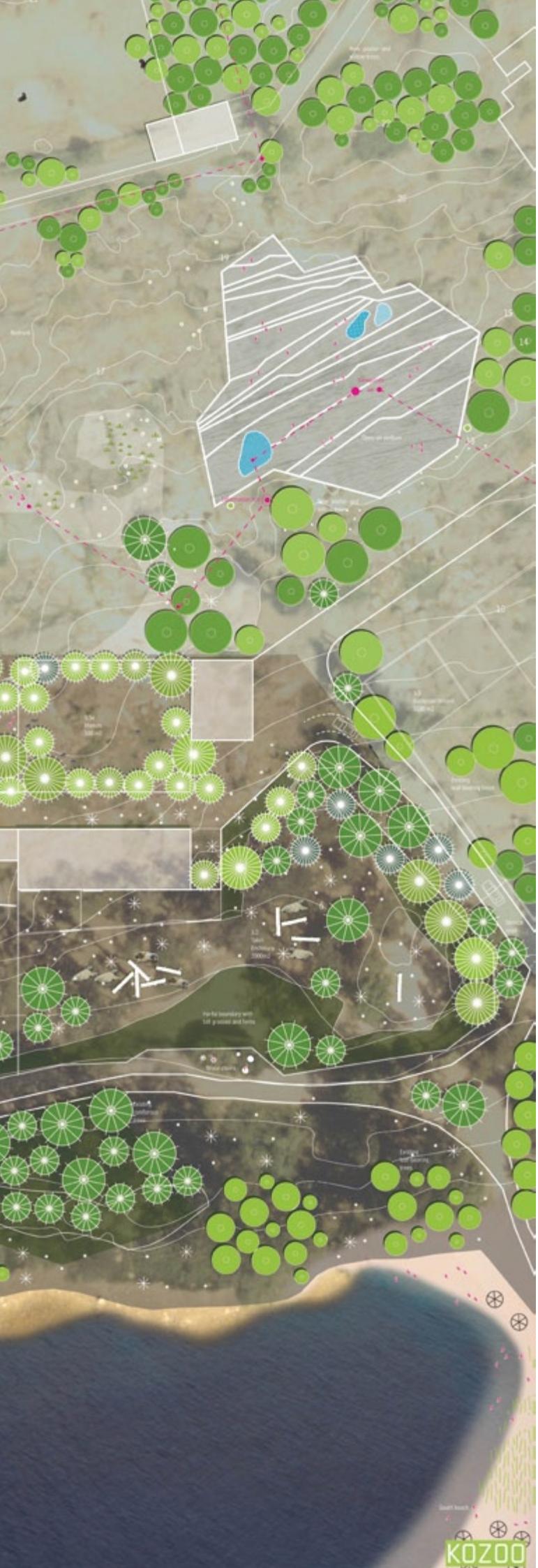
All together the three levels of infrastructures allows the visitor to experience and attain knowledge to fit his/her individual liking. This secures an intense and highly customizable trip to KOZOO.







Detail plan 1:200





Underground exhibit





Section 1:200



BOREAL DECIDUOUS FOREST / ANDROS

DECIDUOUS FOREST / ANDROS

Section 1:200



Stone Ledges

Pedestrian stone bridge

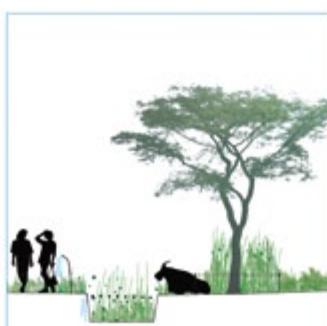
European Forest Reserve

BOREAL MONTANE CONIFEROUS FOREST

Principal sections



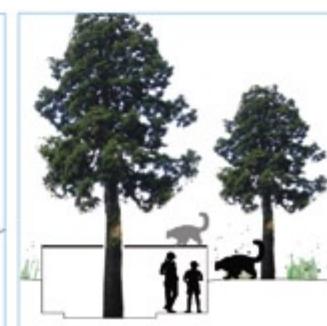
Ha-ha boundary with tall grasses
The ha-ha consists of a trench, of which one side is vertical and the other side is sloped and covered with grass. The boundary is invisible until closely approached and does not interrupt the view.



A cattle grid
An obstacle which can prevent hooved animals, from passing, but allowing passage of a car or person. A depression is covered by a transverse grid of bars with gaps wide enough for animals' legs to fall through.



Poles
Vertical smooth and slippery bars placed at a distance which is impossible for the animal to pass through, and creating an elegant geometrical borderline in the landscape.



Lowered viewpoint
A viewpoint placed inside the animal enclosure. It makes it possible to view the animals at eye level and get very close to the animals, without putting any stress on the animals.



Water trench
A ha-ha boundary filled with water. The boundary is the grass ha-ha, and in addition to that, it gives the possibility to take a plunge. The sinkholes can also serve as a water source for the visitor.



Filled with water. The boundary has the same qualities and in addition to that, it gives the animal a possibility to sinkholes can also serve as habitats for birds. The boundary to the habitat.



Gravel
A boundary of crushed stones. Hoofed animals are stopped by a barrier of crushed stones. This is a simple and almost invisible boundary on the rocky island.



Crossing the habitat
When crossing the animals habitats, it is important not to overrule the animals sense of safety and comfort. A tall bridge will keep the animal stress-less, and visitors get to experience the tall and old trees. A boundary of crushed stones can also be useful for protecting the vegetation.



The new AMUR/ASIA region

The zonobiomes in details



Deciduous Forest / Andes + Amazonia
Botanical specification: Trees carrying nuts (e.g. walnut, sweet chestnut, hazel). Undergrowth of ferns, mosses and grasses.



Deciduous Forest / Africa
Botanical specification: Trees carrying fruits in autumn, flowering in spring (e.g. apple, dove-tree and amelanchier). Undergrowth of grasses and ferns.



Deciduous forest / Savanna + Grassland Slope
Botanical specification: Trees carrying pods and capsules (e.g. ginkgo and robinia). Open grass areas.



Taiga, Boreal coniferous / North America
Botanical specification: Trees carrying cones (spruce, pine, larch). Mosses, ferns and grasses.



Alpine / rocky shore
Botanical specification: Species that grow on and between rocks. Mosses, clubmoss and grass.



Deciduous forest
Botanical specification: Fern forest.



Wetland/ Deciduous forest
Botanical specification: Coastal vegetation. Rush, Reed, Lyme grass and birds.



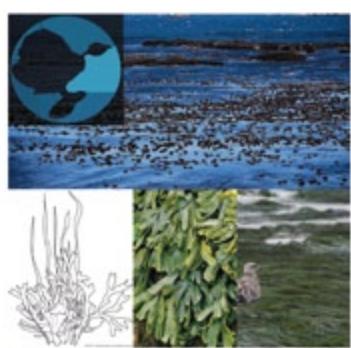
Deciduous forest
Botanical specification: Single forest.



Highland Steppe / North Europe, North Asia
Botanical specification: Trees carrying bracts (yellow and poplar).
Open grass and rock areas.



Boreal Montane Coniferous forest / Amur, Asia
Botanical specification: Trees carrying cones (pine, juniper, cedar, spruce).
Mosses, ferns and grasses.



Water (Baltic Sea)
Botanical specification: Seaweed / Algae

6. Competition decision and recommendation for further action

6. Kilpailun ratkaisu ja suositus jatkotoimenpiteiksi

Decision of the competition

After comparing the proposals, the judges found that the proposal Beluga best fulfils the objectives of the competition agenda and unanimously decided to place it in first position. The other proposals were not placed in any order of superiority.

Recommendation for further actions

The judges suggest selecting the proposal Beluga as the basis for the continued planning of Korkeasaari and its surroundings.

Korkeasaari will draft a new master plan for the entire area based on the ideas presented in the proposal Beluga, the parts of which will be worked on further with the proposal author(s).

The continued planning will take into consideration the critique and development needs presented by the judges in the estimation minutes.

Kilpailun ratkaisu

Arvostelulautakunta totesi ehdotuksia vertailtaan ehdotukseen "Beluga" täytäväin parhaiten kilpailuohjelman tavoitteet ja päätti yksimielisesti asettaa sen ensimmäiselle sijalle. Muita ehdotuksia ei asetettu paremmuusjärjestykseen.

Suositus jatkotoimenpiteiksi

Arvostelulautakunta esittää ehdotuksen "Beluga" valitsemista Korkeasaaren ja sen ympäristön jatkosuunnittelun pohjaksi.

Korkeasaari tulee laatimaan koko alueelle uuden yleissuunnitelman ehdotukseen "Beluga" ideoiden pohjalta, jonka osia pyritään jatkotyöstämään voittaneen ehdotuksen tekijän kanssa.

Jatkosuunnittelussa tulee ottaa huomioon arvostelulautakunnan arvostelupöytäkirjassa esittämä kriitikki ja kehitystarpeet.

7. The competition jury

Affirmation of the jury report
Helsinki 18 December 2008



Tuula Haatainen
Deputy Mayor, Chair



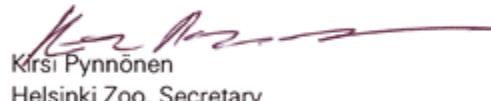
Ria Ruokonen
Landscape architect, MARK



Tuomas Rajajärvi
Architect, Director of the City Planning
Department



Sakari Mentu
Architect
The National Board of Antiquities


Seppo Turunen
Director of the Helsinki Zoo
Kirsikka Pynnönen
Helsinki Zoo, Secretary
Tuomas Hakala
Architect, City Planning Department,
Secretary

8. Opening of the envelopes containing the names

The envelopes containing the names behind the proposals are found to be unopened, and the creators of the proposals are:

The winner of the competition "Beluga"

Architects:

BECKMANN-N'THEPE & Associés

Aldric Beckmann

Françoise N'Thépé

Wilfried Daufy

Anne Catherine Dufros

Constance Héau

Jessica Pallatier

Landscape Design:

TN Plus

Bruno Tanant

Jean Christophe Nani

Guillaume Derrien

Andras Jambor

Agathe Turmel

Zoo Expert:

Jean Marc Lernould

Proposal "Island and Island"

Maisemasuunnittelu Hemgård

Gretel Hemgård, Landscape architect

MARK

Hiroko Kivirinta, Landscape architect

MARK

Malin Blomqvist, Landscape architect

MARK MA-SU Planning

Tiina Taipale, student of architecture

Leena Antikainen, student of landscape architecture

Zoo Experts:

Dirk Petzold, Biologist m. Sc., Zoo

Consult Bielefeld, Germany

Jukka Alanko

Architect:

Asmo Jaaksi, Architect Safa, JKMM

Architects

Proposal "KOZOO"

SLA Architects a/s

Stig L. Andersson

Flemming Rafn Thomsen

Helene Koch

Salka Kudsk

Martin Søberg

Stine Christiansen

Ida Marie Wedfall

Nikolai Vittrup

Daniel Carlsen

Lene Dammand Lund

Kuvailulehti

Tekijät
Tuomas Hakala

Nimike
HELSINKI ZOO IDEAS COMPETITION 12.6.2008–31.10.2008
EVALUATION REPORT

Sarjan nimike
Helsingin kaupunkisuunnitteluviraston julkaisuja 2009:2

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Kieli koko teos	FIN	Yhteenvetö	FIN

Tiivistelmä
Helsingin eläintarha järjesti kansainvälisen kutsukilpailun eläintarhan kehittämiseksi. Kilpailuun kutsuttiin kolme toimistoa, joilta edellytettiin kokemusta eläintarhojen suunnittelusta ja maisema-arkkitehtuurista. Kilpailu käytiin vuoden 2008 aikana ja tulokset julkistettiin tammikuussa 2009.

Kilpailuun tuli kolme ehdotusta, jotka olivat ratkaisseet kilpailun hyvin erilaisilla lähestymistavoilla. Yksi ehdotuksista jatkoi nykyisen eläintarhan konseptin selkeyttämisellä ja valikoitujen asioiden voimistamisella. Yksi ehdotus teki eläintarhalle kokonaisvaltaisen brändin ja yksi ehdotus muutti nykyisen eläintarhan kokonaan.

Kilpailun voittanut ehdotus esitti kokonaisvaltaisen konseptin Korkeasaaren uudelleenjärjestämiseksi. Ehdotus on selkeyttänyt saaren kultureitit ja uusinut suuren osan nykyistä rakennuskantaa. Suunnitelma on toteutettavissa vaiheittain.

Asiasanat
HELSINKI, KORKEASAARI, IDEAKILPAILU

Sarjassa aikaisemmin julkaistu:

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